

148 PAGES! £2.25
BRITAIN'S BIGGEST AND BEST-SELLING SEGA MAG!
MEAN MACHINES SEGA
MEGADRIVE
SONIC SPINBALL
ALADDIN
DRAGON'S REVENGE
SENSIBLE SOCCER
ROBOCOP V TERMINATOR
MEGA-CD
DUNE CD
SPIDER-MAN CD
MASTER SYSTEM
SONIC CHAOS
COOL SPOT
THE JUNGLE BOOK
GAME GEAR
JURASSIC PARK
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EXCLUSIVE! FIFA INTERNATIONAL SOCCER! GREATEST SPORTS GAME EVER?
INCREDIBLE HULK! EXCLUSIVELY REVEALED!
EXCLUSIVE! SPIDER-MAN CD!











You're sprinting down the wing, there's a man on your heels. You leave him for dead.

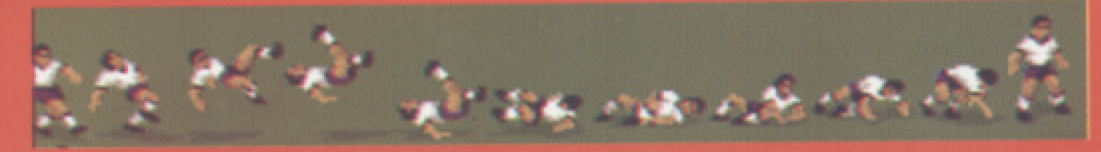
"The realism and tension are unmatched" – Sega Pro.

A defender slides in with commitment. You knock the ball on and hurdle him. Ha, sucker. The crowd go beserk as you power into the box.

"The graphics really capture the feel of grandstand football" – Megatech.

Your heart is threatening to leap from your mouth.





FIFA INTERNATIONAL SOCCER





It's one one with seconds on the clock. You look up, it's clear, you shoot.

"The players are highly detailed and move just like the real thing" – Sega Power.

Crack. Aaagh. The ball ricochets off the bar. You run to meet it. You turn. It drops. Bam. You bicycle kick the ball into the top right corner. It scorches past the keeper and thwacks the back of the net. The final whistle blows. You run, somersault and salute your supporters. They worship you. A commentator rushes over with his mike. He looks sincere.

"Astonishingly realistic sprite movement" – Sega MegaForce.

He says: "Tell us about the game."

You say: "Triffic, Brian. 16 Megs, 48 national teams, 960 players, 13 skill areas, 4 WAY PLAY, and it's the only one endorsed by FIFA.



"EA Sports Soccer is set to blow every other footy sim off the pitch" – Sega MegaForce.

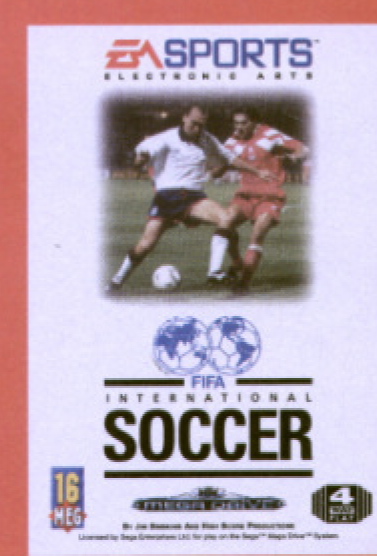
He says: "An outstanding performance, an outstanding game, outstanding."



OAAAAALL!











CON

COVER STORY







We've got it, and it's going to bring a shine to your shin pads. FIFA International Soccer scorches onto the Megadrive in a blaze of bicycle kicks, headers and backhanders (what people were offering to get a go on this hot cart). Prepare for a soccer smash, a footy frenzy and the biggest threat to getting a mag finished yet. Five fulsome pages reveal all, starting on PAGE 28.



▲ *At last! England win a match!*

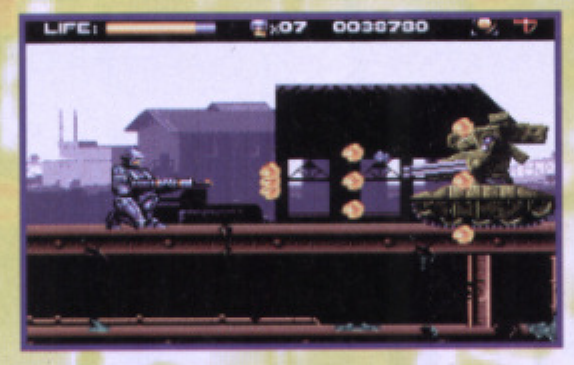
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SENSIBLE SOCCER 56

The crafted conversion of an Amiga classic. But do we really want a soccer game from when shorts went below the knee?



ROBOCOP VERSUS THE TERMINATOR 62

Our four page review is a Tin Can Alley. Next month, Noodle Doodles vs Tyne Brand Chilli Con Carne.

ALADDIN 66

This sure is one pretty game. But will it's pleasures fulfil you for 1001 nights?

EXCLUSIVE!

SONIC SPINBALL 70





▲ *Blasting action with Robo vs Termy!*

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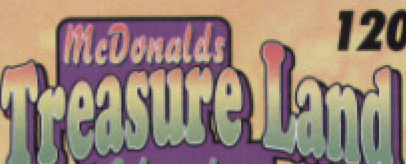
Hands up if you use Right Guard! Mrs Shelley only went in to cash her pension. Will you blow her head off? The choice is yours.

EXCLUSIVE!

TURTLES TOURNAMENT FIGHTER 112

Wanna play pretend Streetfighter with my not-very-popular-anymore-moulded-plastic-toy-dolls? Yeah!

VIRTUAL PINBALL 116



120 Hey kids: make your day, cack your wack! See what the world looks like when you've had one too many 'vitamin pills'.





MEGA-CD

DUNE CD 86
Both jaw-jaw AND war-war in this all talking science fiction strategy sim, with some beautiful graphics and mind-bending gameplay.

SPIDER-MAN VS THE KINGPIN
EXCLUSIVE! **106**



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SONIC CHAOS 98

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DESERT STRIKE 104
A stunning conversion of the shoot 'em up classic. Blood flows like water in the land of oil.

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Tall trees with wide branches and vines. Face the fact: Jungles are God's own platform game. Next month, the invention of the minecart.

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Recently we went to Sega disguised as phone engineers... The bugs are working well, as our exclusive news section reveals.

MEAN YOB 36
A classic month for YOB. A parade of simpletons just begging to be slaggedoff, including one who brings to light a sinister plot by Nintendo.

Q+A 40
That sci-fi classic, The Incredibly Shrinking Section. However, you keep asking the questions and Jaz is only too happy to answer.

PAUL'S TIPS 44
Paul treats his job so seriously he has a little leatherette tips purse, full of valuable tit-bits, and a pic of Patrick Moore on his bedroom wall.

REGIONAL SPOTLIGHT 128
Astounding! The Regional Spotlight swaps places with Megamart, almost catching the Contents page writer out.

MEGAMART 134
It's like a street market in your hands. The place for all you little barterers to enjoy yourself.

NEXT MONTH 145
That's all folks...oh, not yet. Turn to Next Month for the world's first spoof panel game page filler, with your host, Eamonn Andrews.

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Our work in progress looks at the game of the martial arts master, Bruce Lee's life

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An exclusive look at a new EA game based on the amazing Games Workshop board games!



WHODUNNIT

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SPECIAL THANKS TO: Jimmy Nail — for creating Geordie cop, Spender, now a firm part of office phraseology. Also our never-ending thanks go to Martin at the Video Game Centre in Bournemouth for all the info and the effort in getting in import stuff. Contact him on 0202 527 314. In addition we'd like to thank George at ICE Distribution (0302 340 079) who lent us Spider-Man CD this month.

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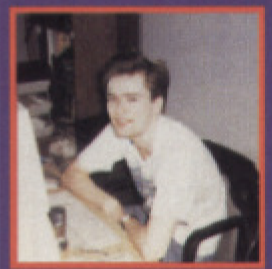
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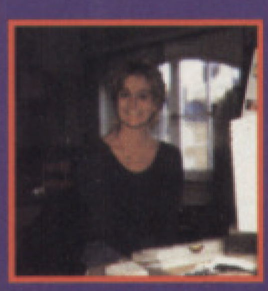
FINAL BIT
Well, it's Rich here again, feeling a bit better after last month's violent illness. I really envy you lot, you know. Coming soon we've got an utterly mega competition for you. I mean a competition so 'kin ace, you won't believe it. You'll have to wait until next month (or maybe the month after) to find out what it is, but believe me, that wait will be worth it. Look out for it!



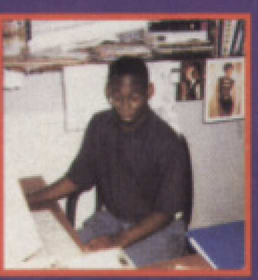
JULIAN 'hoo-rah' RIGNALL
Ever wondered why Jaz has his desk situated by the window? Well it's not because he likes the view we can tell you! No sirree, through extensive trips to the good old US of A Jaz is now an expert at providing the Real Bronx Cheer. Quite often his soggy dog's barks are worse than their bites but there are times when the benefits of an open window are appreciated by all. Not least by Rich and Lucy who have to share the same collection of desks as him.
CURRENT FAVE GAMES:Street Fighter II: SCE, FIFA Soccer



RICHARD 'Rich' LEADBETTER
Surviving off a diet of Refreshers and fizzy-pop Rich is not unknown to make the odd 'Anal Announcement'. He never admits to his fragrant follies though and tries to place the blame on someone else. Even as his staff are collapsing on the floor — suffocating — Rich steadfastly adheres to his 'smelt it, dealt it' philosophy. Meanwhile the fruits of his effervescing guts adhere to the lining of everyone else's noses. Peeyugh!
CURRENT FAVE GAMES:Street Fighter II: SCE, Gunstar Heroes



LUCY 'Stubbling' HICKMAN
'Whatever do you mean?' complains our whiter than white Dep Ed. 'Girls don't guff, everybody knows that!'. However Lucy recalls a time when a few of her more imaginative friends took to the hills and began blowing the old Colon Cornets for laughs. The ensuing fog must have fuddled their brains because soon people began lighting their bum trumpets just to see what happened. At this juncture Lucy would like to confess to wearing a wig. Those aren't her real eyebrows either — they're just painted on each morning. Vvp! Vvp!
CURRENT FAVE GAMES:Lethal Enforcers, Street Fighter II: SCE



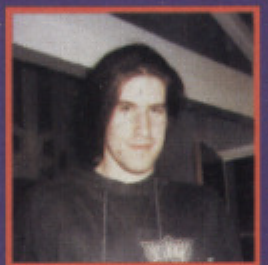
OZ 'Lethal' BROWNE
Lethal Weapon is Oz's all time favourite film and Oz keeps his stashed away in his trousers. Yes indeed, Oz is a bad-assed mother and no mistake. 'Sometimes I get a little crazy,' grins Oz doing his worst Mel Gibson, 'like now' he adds, cutting the stilton like a baddun. 'Any time, any place, anywhere' quotes Oz, from another of his favourite films as the rest of the office duck for cover. 'EH-EH-EH-EH-EH!'
CURRENT FAVE GAMES:Street Fighter II: SCE, Star Frogs.



CLAIRE 'Edam' COULTHARD
We thought it better spare the office-novice from any embarrassing and probing questions in her first month. Nonetheless the brave lass is very forthcoming with her story of an evening spent watching the recent England vs Holland travesty. 'I was in this room full of emotionally-retarded England fans who, each time Holland scored a goal, found it hard to contain themselves. When the final whistle blew it proved just too much for a large contingency of the distraught audience who responded by floating the most enormous air-biscuit you ever did hear.' 'Not really. I just made it up'. Really?
CURRENT FAVE GAMES:Aladdin, Rocket Knight Adventures



ANGUS 'Guff' SWAN
Angus's talent for blowing the trumpet involuntary is widely celebrated — from a distance. Indeed his presence is often requested at some of the more important industry functions whereupon he is fed and watered in order to recite near perfect renditions of Pet Shop Boys tunes and Utah Saints chants. For an encore Gus swings his sporran with a blast-remix of A-Ha's Greatest Hits.
CURRENT FAVE GAMES:Skining Force, FIFA Soccer.



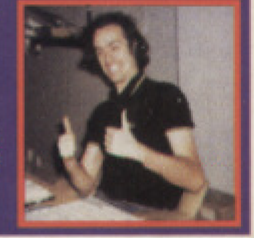
PAUL 'Telephone Box' DAVIES
'Before I moved down to London I used to have this really small bedroom, so any untoward smells were virtually unescapable.' quoth Paul. 'The problem was I have this mate called Alan Williams who used to drop his guts every time he came round to my house! He had all sorts of interesting excuses of course — like "Oops, sorry. I've just brushed my teeth," and "Look! I had cornflakes for breakfast!". None of which washed with me. The stains on the carpet were tough to get out an' all!'
CURRENT FAVE GAMES:Shining Force, Gunstar Heroes, Rocket Knight Adventures



TOM 'thumb' COX
'It's extremely cold where I live' exclaims the abominable designer. 'Sometimes I have to open the fridge door just to keep warm. Ho, ho, ho.' In saying this Tom shamelessy lets rip with his rather whiffy sense of humour. Unfortunately he always goes into a big sulk when nobody laughs! Tsk — those moody artistic types, eh! Even when he's slacking, no wonder nobody dares ask him to take his finger out! Squelch.
CURRENT FAVE GAMES:Gunstar Heroes, Pasta and two crusty

BYE BYE ANDY

This month we bid a fond farewell to well-respected MEAN MACHINES Production Editor — Andy McVittie. Many is the time he's entertained us with his pub singer renditions of popular musical hits whilst checking over the MEAN MACHINES pages. And now, it's all come to an end. Well no, not really. He's gone off to join our sister mag, NINTENDO MAGAZINE SYSTEM as deputy editor. And since they're situated not three metres away from us, we can still distinctly hear his awesome vocal talents. Indeed, as I write this, he's currently enthralling us all with a heartfelt rendition of the soundtrack from For A Few Dollars More (the bit with the dramatic church organ if you must know).





CD GOINGS ON

Cart prices have now been raised to an average of £45.00 for an 8-meg game. I'm not going to go on about how Sega are ripping us off or anything like that. The fact is that carts are made in Japan and have to be imported bumps up prices badly due to the weakness of the pound compared to the Japanese yen. Memory chips are very expensive as it is.

However, there is possible solution — a solution I'm surprised that Sega haven't adopted.

About 18 months ago I had a meeting with Sega's Product Director, Barry Jafrato, discussing their plans for Mega-CD. He proposed that all cart games would be released on two formats — cartridge and CD. Blank CDs cost about 50p, with the raw material for carts costing ten times as much. The CD versions of each game would be a lot cheaper — say £20.00, but they would look, sound and play just like the cart game.

Sounds ideal eh? Well, there are two problems. First of all, you'd need to invest £270 in a Mega-CD. Secondly, the Mega-CD only has in-built memory to the tune of 6-meg. Sega were also proposing to sell memory boost cartridges that plug into the Megadrive's cart slot. Without that you'd be looking at multi-load games. But is that really too much of a price to pay?

Sega must have thought that this idea was, in the end, not viable. However, sales of Mega-CDs are slowing down. People could do with an incentive to invest in the new technology. What could be a better incentive than a £20.00 Street Fighter II CD?

RICH LEADBETTER

FASCINATING SFII STUFF

The Street Fighter II souvenir poster book is free to MEAN MACHINES readers. It is for promotional use only and not for resale.

All artwork is © Capcom 1991, 1992, 1993. If you like the look of our excellent Street Fighter II posters contained in our mega book (free with this issue), look in your local branch of Athena (they of classy poster fame). Check out their official range of exclusive SFII posters. They're dead smart and well worth a butchers.



WORLD EXCLUSIVE! MEGADRIVE S



MEAN MACHINES SEGA can exclusively reveal that Capcom of Japan intend to convert their latest coin-op, Super Street Fighter II: The New Challengers, onto the Megadrive.

Our 100% reliable sources from within Capcom have informed us that the game will be converted onto the most popular Sega and Nintendo systems the Megadrive and Super NES. Capcom have pencilled in a preliminary release date of June 1994 (a year after the premiere of Super NES Street Fighter II Turbo). Following the shenanigans between Sega and Capcom (that resulted in the change from Megadrive Champion Edition into Turbo), the company has decided that both formats will be released simultaneously.

Capcom have only just only confirmed the conversion, and work on both conversions is very much in the embryonic stages. That being the case, our source was unable to confirm the cart size or specs of the new game. However, we have been promised that the game will be just as close to the coin-op as the recently released Street Fighter II: Special Champion Edition (rated by us at 98%).

MEAN MACHINES attended the European premiere of the arcade version of Super Street Fighter II. Check out all the info...

SUPER STREET FIGHTER II REVEALED

THE NEW CHALLENGERS

Four new characters have entered the Street Fighter II arena to take on the 12 established fighters. These are the new personalities, plus their special moves.

FEI LONG (Hong Kong)

A martial arts expert, Fei Long is devastating in the right hands. His greatest assets are speed and technique. We reckon that this guy could be the next Guile in terms of dominating the Street Fighter tournament.

Rekka-Ken (uppercut): DOWN, DOWN-TOWARD, TOWARD, PUNCH

Shien-Kiyaku (flaming uppercut kick): BACK, DOWN, BACK-DOWN, KICK

T HAWK (Mexico)

This native American is slow on his feet, but like Zangief, he's incredibly powerful in the right hands. If you're wondering, T Hawk's full name is Thunder Hawk. Fascinating.

Condo Dive: ALL PUNCH BUTTONS, JUMP

Tomahawk Buster: TOWARDS, DOWN, DOWN-TOWARDS, PUNCH

Mexican Typhoon: FULL CIRCLE, PUNCH

CAMMY (England)

A girl with a murky past, Cammy has plenty of speed and a devastating range of kicks.

Spiral Arrow: DOWN, TOWARDS, RIGHT, KICK

Cannon Spike: TOWARDS, DOWN, DOWN-TOWARDS, KICK

DEE JAY (Jamaica)

This guy used to be a musician, but he's traded in his maracas for martial arts! A bit difficult to get to grips with and endowed with some bizarre special moves.

Ace Rusher: BACK, TOWARDS, PUNCH

Double Rolling Sole Butt(!): BACK, TOWARDS, KICK

Machine Gun Uppercut: DOWN, UP, TAP PUNCH



SUPER

SUPER



FLY, FLY LIKE THE WIND

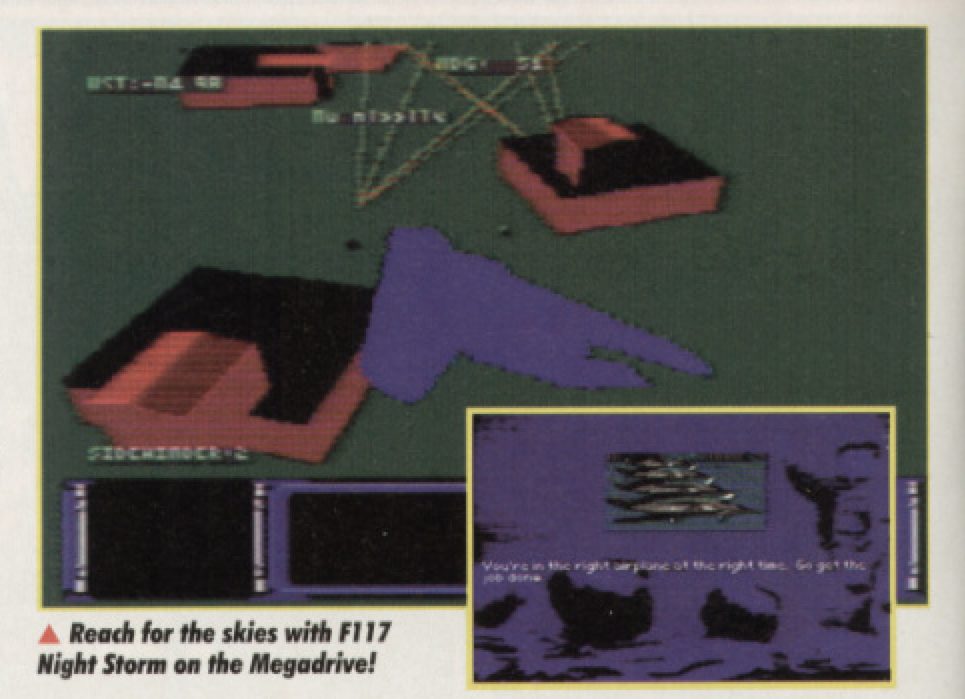
Non-stop action combines with serious strategising (allegedly) with F117 Night Storm a flight sim due out soon on the Megadrive from EA.

The player takes the controls of a stealth bomber — the most technically advanced strike aircraft in the world — and navigates the craft through a series of worldwide missions.

NEW GAME
BY EA
MEGADRIVE

The game features two modes of play; Arcade Mode which allows players to choose exactly how many air and ground targets they want to take out. Alternatively, the Campaign Mode takes in nine international theatres and 30 scenarios based on historical fact and political 'what-ifs?'. The campaign starts with basic training then it's on to the real action with complex air to ground and air to air missions after detailed briefings at the start of each mission.

The F117 is equipped with revolutionary infra-red displays; a laser guidance system which works with weapon control cameras to guide missiles from plane to target. The 16-meg cart is packed with 11 different plane views, digitised speech and enhanced bitmapped graphics. More news when it comes in.



▲ *Reach for the skies with F117 Night Storm on the Megadrive!*

BARKING VIRGIN

NEW GAME
BY VIRGIN
CD SYSTEMS

Virgin has signed up the considerable but gruesome talents of cult horror fiction writer, Clive Barker to write a series of games for the Mega-CD.

Working exclusively for Virgin, Barker, a massive computer fan, will be involved in the projects at every stage from concept, through story boarding, scripting and design.

The best-selling author of novels like Hellraiser and The Forbidden, Barker has not yet revealed the substance of his Sega works but you can bet your bottom dollar it won't be pleasant and not something to play alone...

SHOOT FOR THE STARS

In Japan, another fancy Mega-CD shooter is about to set new graphical standards, in the form of AX101. Much like Silpheed in plot, the game is set in the far future (2500 AD) and centres around a mysterious transmission received on Earth. The source is the distant planet Prism.

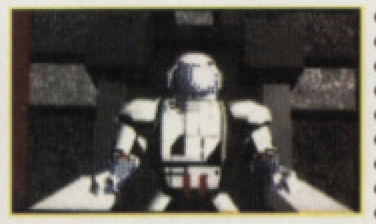
The Prismians warn of an impending attack from the warlike planet Geluza, whose armada is only 24 hours from Earth! Not having the firepower to resist them, Prism offers the use (inclusive or mileage tariff) of its AX101 super ship. The only snag is that Prism is a long way off. Four scouts are immediately dispatched, but one is destroyed as you try to traverse the Geluzian blockade.

NEW GAME
MEGA-CD
BY SEGA

That leaves three ships to take part in this 3D scrolling adventure, as they encounter black holes, asteroid fields and face the Geluzian fleet in space and the planet Gadea. There are no power-up icons, but once the AX101 is located you have access to some serious firepower.

AX101 uses full motion video background scrolling, like that of Sewer Shark and Silpheed. The problem with those previous game is the lack of interaction and real control over your direction. The makers of AX101 are aiming to make it as action-packed as it is visually exciting. We shall see.







ELE-MENTAL ACTION

Virgin are behind some elementary action, with Fire and Ice for the Master System. Originally programmed for the Amiga by lank-haired computer genius Andrew Braybrook, the game had its hey-day a couple of years ago. It's a platform game for the thinking man, with lots of subtleties.

NEW GAME
BY VIRGIN
MASTER SYSTEM

The player controls a large dog, who scours the landscape looking for puppies to rescue. The graphics are really colourful but do more than merely decorate. They change to show the time of day, with different enemy creatures emerging at nightfall. Different climate zones (the Fire and Ice of the title) dominate separate levels. Fire and Ice is worth watching for on the 8-bit, and MEAN MACHINES SEGA is keeping its eyes peeled for a review cart.





▲ *Fearsome Pharoahs abound in Fire and Ice on the Master System!*

AFTER THE JURASSIC AGE CAME...



Screen shots from a selection of available formats (see above)

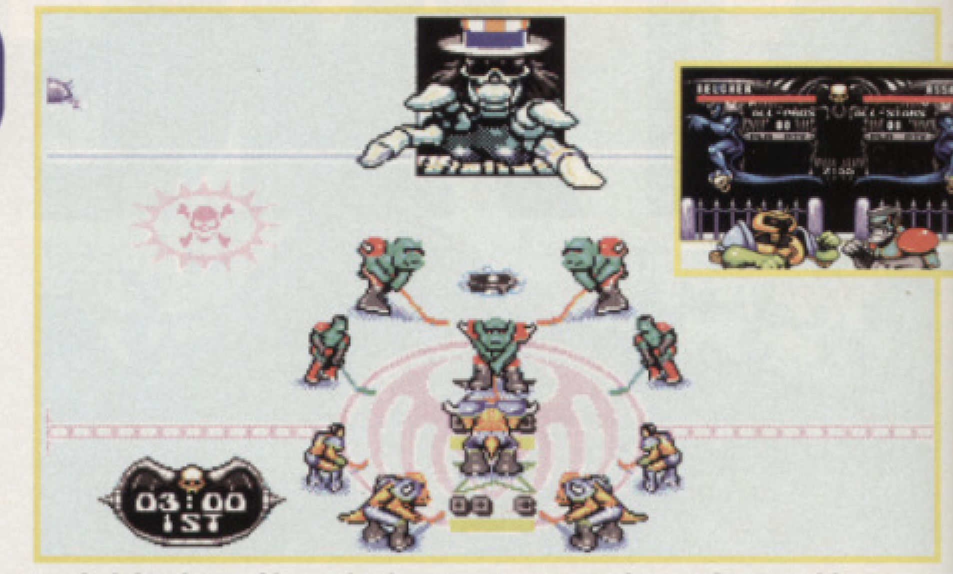
PUCK IT ALL

NEW GAME
BY EA
MEGADRIVE

Skulls, trolls, robots and other fiends from hell and devil's trumpets meet for some mutated mayhem in Mutant League Hockey — a nutty new Megadrive game from EA.

Featuring 23 manic teams, this is no ordinary game of hockey. Each team has its own stadium all packed with booby traps and hazards including ice sharks, mines and ice pits. There are weapons lying all over the pitch — ice picks, axes, dynamite... you want it, you got it! And if a scrap starts on the pitch, no problem you both get tossed into a cage where a some serious one-on-one beat 'em action evolves. The destruction can be reduced by changing the Death Index or increased by using the Special Enforcer characters.

Re-live the action with Puck Cam, a new instant replay feature which gives a puck's eye view of all the mutilation. A great touch is at the end of each period a creature scuttles on a sweeps up all the dismembered limbs lying on the pitch. Out in December, we'll bring you a full review of this one as soon as we can.



▲ *Block-busting pucking action in Mutant League Hockey on the Megadrive!*

A NOVEL APPROACH

NEW BOOK
ALL FORMATS
BY MEAN
MACHINES

In medieval times, every book had to be written out by hand, with a goose feather dipped in bull's blood. In Victorian times, poor scribes like Scrooge's assistant Bob Cratchitt scribbled away for tuppence ha'penny with frostbitten hands. But such scenes are nothing to the hardship endured by writers at MEAN MACHINES working day and night to bring you MEAN MACHINES — THE ESSENTIAL SEGA GUIDE.

Truly a mammoth effort, experts of the gaming field worked for MONTHS assembling a glossy bible of every Sega game you can lay your hands on, including up to date previews of the latest games. There are detailed ratings and screenshots for every one of the hundreds of games listed.

It's a funny, cruel, startling and often heart-warming read. A bit like life, in fact. Could anything possibly be missed? Well, we couldn't get Les Dennis to write the foreword, and also credit is missing. Credit for the minions who painfully constructed the damn thing.

Oh yes, Jaz and Rich have their faces on the sleeves and they'll go to the champagne receptions, as a reward for their tantrums and cuffing poor writers across the face daily for pausing with their pens. But as Esther says, that's life, and this excellent book is a Crimble must. From Virgin publishing, priced £12.99 'in all good book shops'.

BIRD IN THE BUSH

NEW GAME
BY SEGA
MASTER SYSTEM/
GAME GEAR

Put on your Sunday best 'meep meep' and jump into the skin of the fastest bird around. It's Road Runner, coming soon to the Game Gear and Master System.

This is looking really smart for a Master System game; basically the idea seems to be to run like hell, avoiding the crafty traps set by ol' Wile E Coyote in a platform style environment. Full review next month.





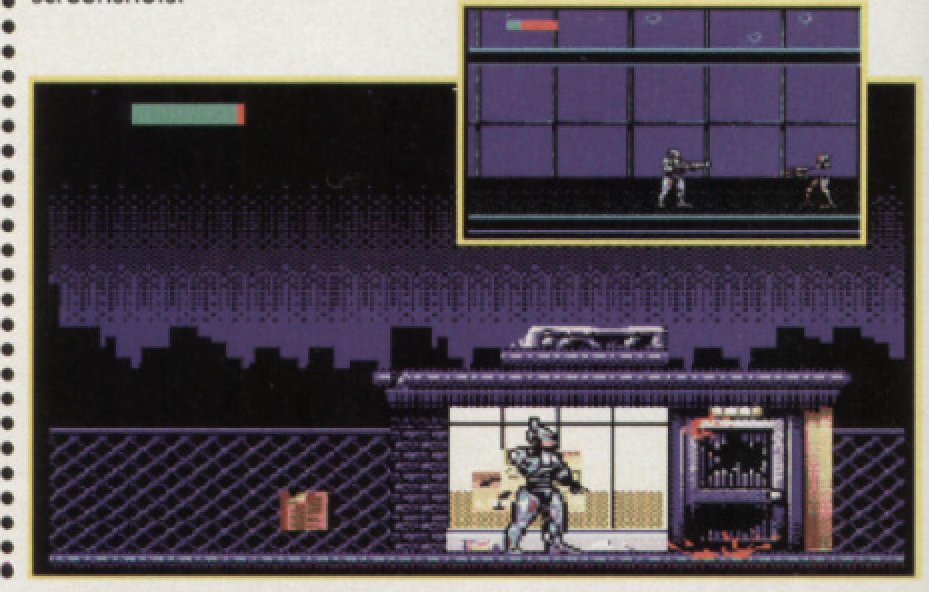
TIN CAN ALLEY

NEW GAME
BY VIRGIN
MASTER SYSTEM/
GAME GEAR

The rather topper Robocop Vs Terminator, reviewed this issue on the Megadrive is coming out on the Master System and Game Gear from Virgin and it's looking ace!

The same story as the Megadrive version: nasty Termies are taking over the world and it's up to you as the can-head Robocop to restore peace and justice by blowing the crap out of everything that moves!

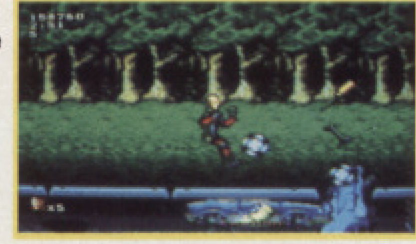
Lots of levels, loads of action and masses of death and destruction, who could ask for more? We'll bring you the full rundown in a future issue of MEAN MACHINES, in the meantime, take a peek at these screenshots.



CRASHED OUT

NEW GAME
BY ACCLAIM
MEGADRIVE

For a zany game you can throw yourself headlong into check out Crash Dummies out soon on the Megadrive from Acclaim. The two dummies — Slick and Spin put their unique talent of smashing into things and falling to bits to good use to achieve a set of targets over five stages. Their tasks include testing an air bumper or landing on the correct spot after plummeting off a building. The better you are at performing these tasks the more money you earn. Fail to get it right and you lose one of five lives. Tune into a future issue of MEAN MACHINES for further details.



MILKY MILKY

Still milking the humungous licence for all it's worth, Acclaim is churning out yet another T2 game this time called T2 - Judgment Day coming out soon on all Sega Systems.

If you don't know the story by now you ought to be sliced with a potato peeler and I can't be bothered to even talk to sad little people without a life. Oh, all right, a quick rundown: John Connor, sends back Terminator to protect young self, nasty Terminator comes too, big fight, loads of shooting, the end. The game claims to follow a similar sort of storyline but we'll just have to wait and see. Here are some screenshots to keep you happy in the meantime.

NEW GAME
BY ACCLAIM
ALL SEGA SYSTEMS





INNER BODY EXPERIENCE

Coming soon to the Mega-CD from Psygnosis is an inner body experience you'll never forget. It's Microcosm and it involves you cramming yourself into a submarine type thingy, being shrunk to the size of an amoeba and stuffed inside a human body.

You are a good guy (naturally) and the bad guys have implanted one of their number into your President to try and take over his brain. It's up to you to race after him and do him in, without any prior warning otherwise he might just set off the mines he's planted on your President's vitals. You have to watch your step as well otherwise you might waste the boss by bumping into something important.

Everything in the game is computer modelled with no digitised footage and the action takes place in seven different parts of body including the bone marrow, the main artery, the brain, the heart valves and the lungs. Psygnosis researched hard for the game by getting loads of inside knowledge from a company in the same building as them who make optical equipment for looking inside peoples bodies! Gross! More news when we get.

NEW GAME
BY PSYGNOSIS
MEGA-CD

BARCODE BATTLER TATTOO MANIAC COMPETITION

COMPETITION
BARCODE BATTLER
BY TOMY UK/ MEAN MACHINES SEGA

HOW TO ENTER

Detach the card from the from the front cover of this magazine and scratch it off! If you find the Tattoo Maniac HP 38000 you have won £500 worth of Sega gear and equipment from Index or if you find a Tattoo Maniac ST 1900 you have won one of 30 Barcode Battlers!

EVERYONE'S A WINNER

Remember all the cards can still be used in your Barcode Battler machine!

HOW TO CLAIM

To claim your prizes send your winning card with the filled in coupon by registered post to:- Barcode Battler Master, TOMY UK Ltd, Wells House, 231 High Street, Sutton, Surrey SM1 1LD.

CLOSING DATE:31ST December 1993

RULES AND CONDITIONS

1.This competition is open to all UK residents. It is not open to employees of INDEX, Tomy UK Ltd, Emap Images, their agencies, families, or anyone connected with the organisation and administration of the competition.
2. Entry instructions for each game form part of the rules. All entrants will e deemed to have read and accepted the rules.
3. There will be one prize of £500 worth of Sega gear from Index and 30 runners up prizes of Barcode Battlers . No cash alternatives can be offered.
4. No purchase necessary. Game Cards can be obtained from Barcode Battler Master, TOMY UK Ltd, Wells House, 231 High Street, Sutton, Surrey, SM1 1LD.
5. Cards will be declared void if found mutilated, illegible, altered, forged or tampered with in any way.
6. The editor's decision is final. No correspondence will be entered into.
7. Proof of posting cannot be accepted as proof of receipt.
8. The Barcode Battler Tattoo Maniac competition is promoted by TOMY UK Ltd, Wells House, 231 High Street, Sutton, Surrey, SM1 1LD. Tel: 081 661 1547.

CLAIM FORM

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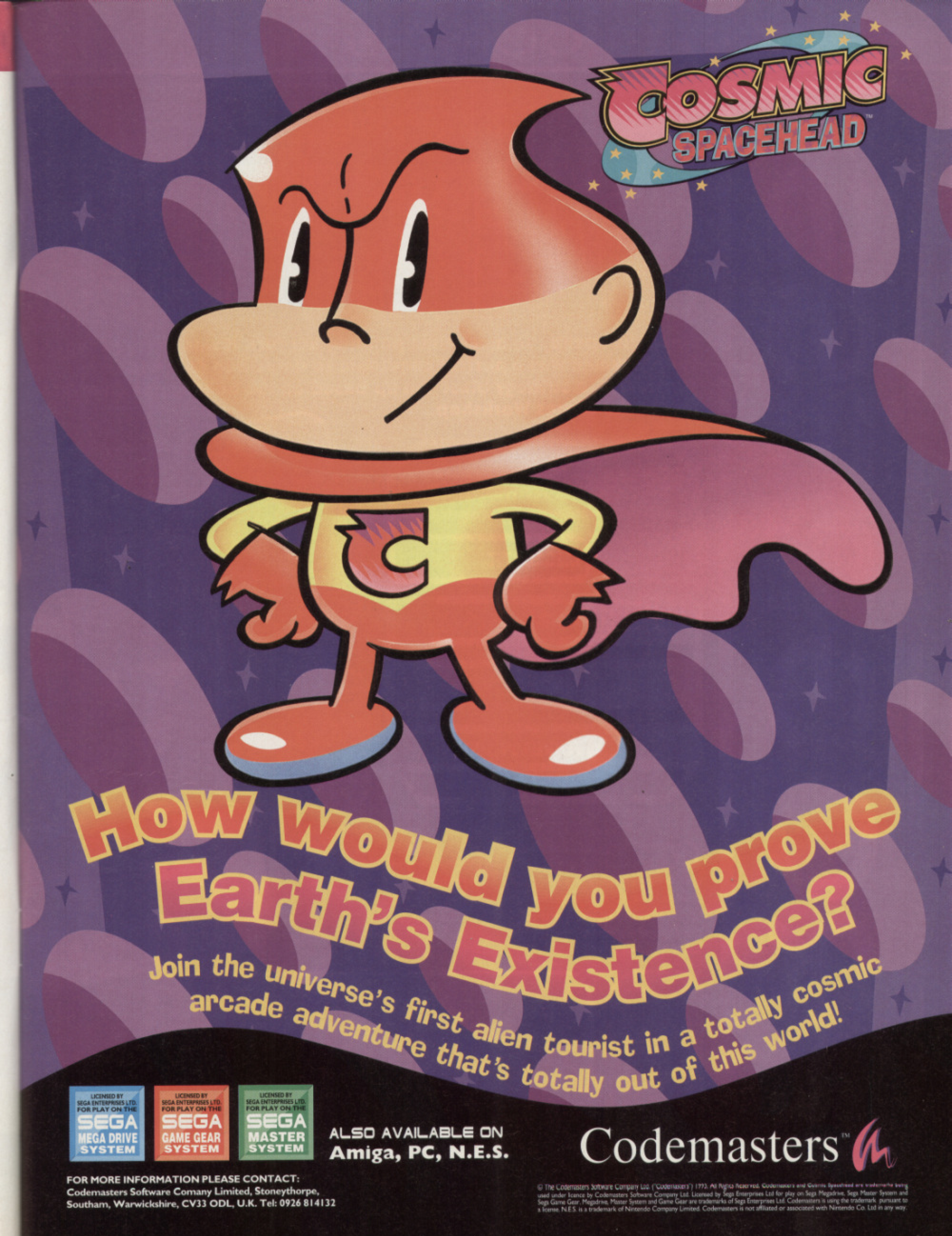
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WORK IN PROGRESS

ASPECT WARRIORS

Since she spends so much time painting her face it was decided that Lucy Hickman was a perfect candidate to delve into EA's Aspect Warriors — a strategy blast 'em up based on the boardgame characters of the Games Workshop.

PROJECT	ASPECT WARRIORS
FORMAT	MEGADRIVE
PUBLISHER	EA
INITIATED	JANUARY 1993
RELEASE	FEBRUARY 1994

Games Workshop, the chaps responsible for numerous cult strategy/war game board games have turned over the console/computer game rights of their creations to EA. The first Sega offering is Aspect Warriors which is also the first Megadrive game the software giant has developed fully in-house in the UK.

The game's story line is extremely convoluted but goes a little bit like this: The player





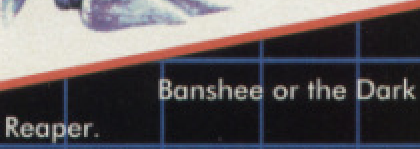




More horrors from hell which need to be conquered if victory is to be yours!

jumps into the skin of one of three super beings, all of whom have their own strengths and weaknesses. These are the Swooping Hawk, the Howling Banshee or the Dark Reaper.

This pleasant chappy is a Genestaler, a delight you meet on the second level!



Over four huge levels, complete loads of missions in the correct order, deciding at the beginning of each level which of the three characters would be the most appropriate.

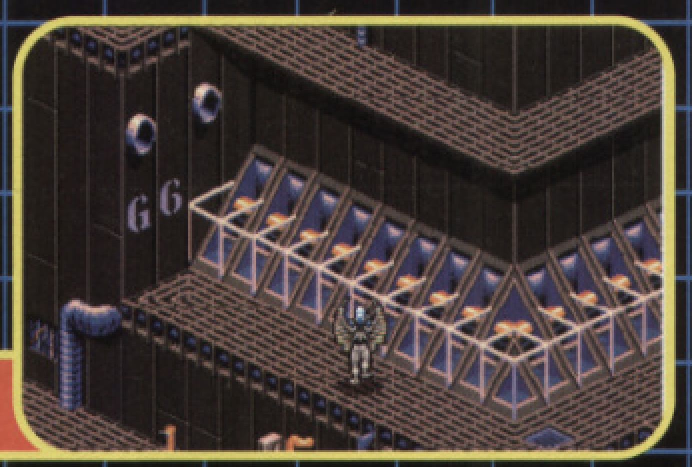
The game's set in the 41st millennia and the player is the defender of the ship Craft World, which is as big as a small planet. Craft World is being attacked by Chaos — a savage and evil race comprised of demons and worse besides.

Our heroes set out into the multiverse with all their tough trials leading to one great aim: the waking of the Avatar. This being is a 15ft tall statue known as the Bloody-handed God. To wake him the chaps must first find his spear — The Doom that Wails, an 18ft mutha which wastes no time with piddling foes.

The only drawback with finding the Avatar is that the three adventurers have to sacrifice themselves to him to incorporate their strengths into the great god and add to his powers. As Aspects' artist, Jon Law gleefully put it: "You don't actually see them die but you see them go into the Avatar then a while later he emerges with his hand all covered in blood 'n' stuff — it's great!" Hm, quite.

When asked if they were concentrating on the blood and guts angle Jon said: "Visually it's not as nasty as it could or probably should be. When we took it down to the Games Workshop a lot of the kids wanted

Games Workshop artwork which the game designer pored over for ages before starting the graphics!



Part of the sewer section which EA want to make much grungier!

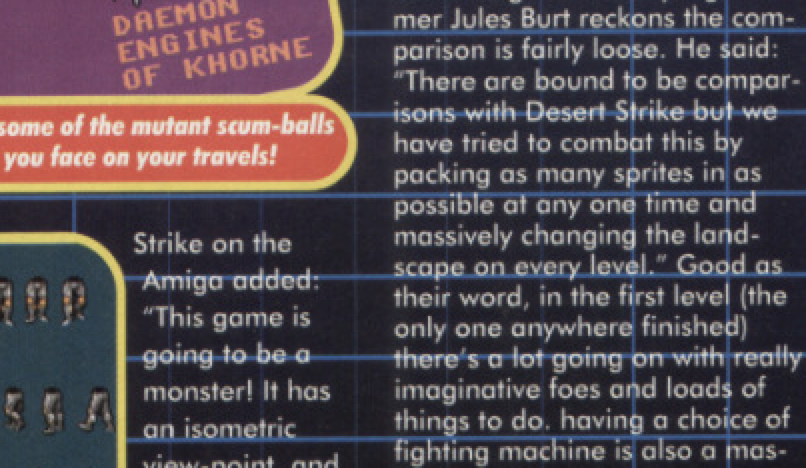


more blood but we don't want to end up with an X rating or something!

"We're only in the early stages at the moment — most of the graphics are near enough done but we have all the missions to sort out and many refinements to make. We're going to make sure the bad guys are as mean as possible." Jon, who's last project was Desert Strike on the Amiga added: "This game is going to be a monster! It has an isometric view-point, and the aim is to blow the crap out of everything." Who could ask for more eh?



Just some of the mutant scum-balls you face on your travels!



ASPECTS OF DESERTS

This game is reminiscent of Desert Strike. True, there isn't a helicopter in sight but the concept is the same: complete various missions which usually involve, blasting hell out of something. But head programmer Jules Burt reckons the comparison is fairly loose. He said: "There are bound to be comparisons with Desert Strike but we have tried to combat this by packing as many sprites in as possible at any one time and massively changing the landscape on every level." Good as their word, in the first level (the only one anywhere finished) there's a lot going on with really imaginative foes and loads of things to do. having a choice of fighting machine is also a massive bonus.

GUYS 'N' GAL

The four characters all carry a Las Gun (a small laser gun) but have a few added extras on the weapons front. Swooping Hawk has the power of flight, and the use of grenades which, when powered-up spilt on impact to create several separate explosions. The Howling Banshee has a death-dealing Power Sword which is particularly powerful in close combat, the Dance of the Skulls — a spinning top move which spins her into opponents, sword outstretched and the Psychic Scream which paralyses all foes until she has reduced them to dog meat. The Dark Reaper carries heavy-duty missile launchers which can be upgraded to include homing missiles on impact. The Avatar, as well as his Doom That Wails spear is armed with a bolt of psychic energy which annihilates all enemies within range.



MUSICAL MEGADRIVE

The music was composed by EA's in-house musician, Jason Whitely a classically trained pianist with many a record to his name. He said programming music for games is now much easier than the old days because new technology allows him to compose the music then plonk the tune out on his organ which is directly connected to the Megadrive so he can hear immediately what it will sound like in the game. Hurrah!



The Hawkman in all his many guises — and more animations are to come!





DRAGON

After a general vote amongst the MEAN MACHINES crew, it was unanimously decided that Lucy Hickman was the biggest dragon in the office. So after torching the wazzacks in a fury, she dragged herself down to Virgin to boogey-on-down with their hot new Megadrive bash, Dragon...

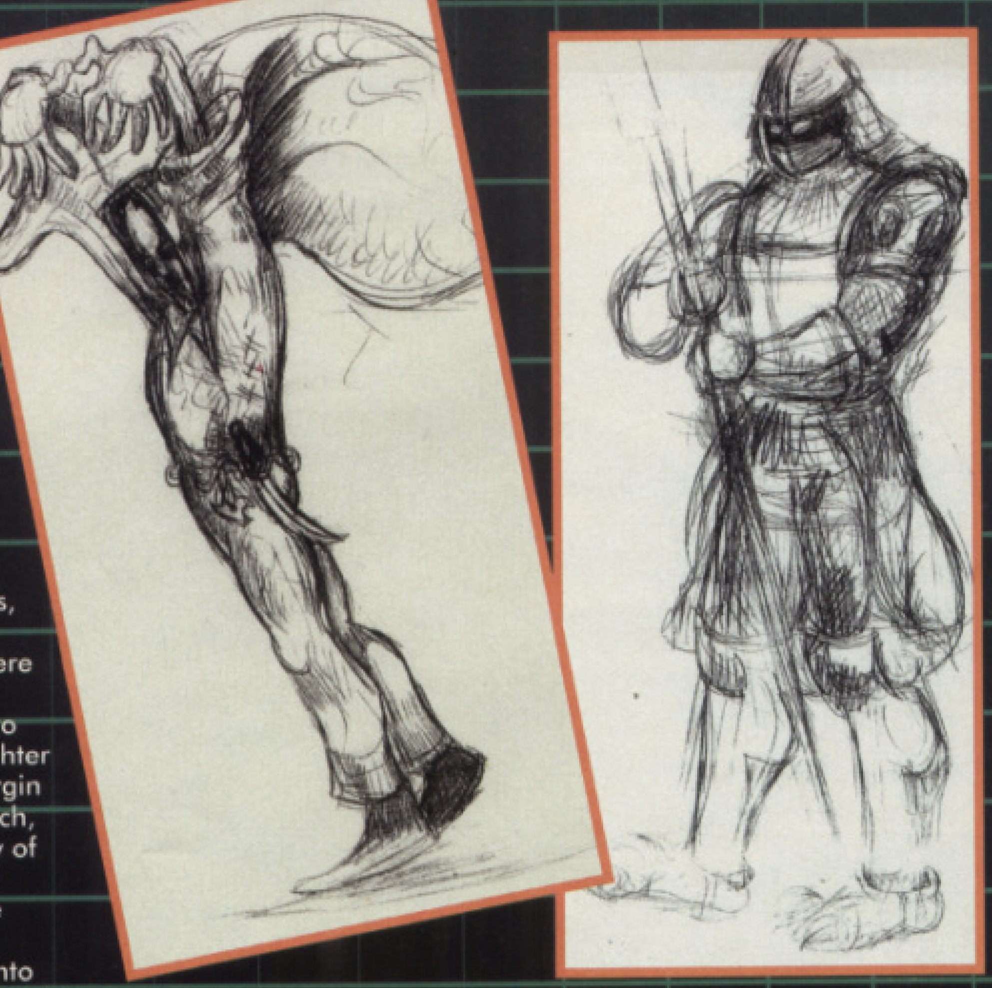
To celebrate the release of the humungous movie Dragon this autumn, portraying the life of martial arts master, Bruce Lee, Virgin is releasing an eponymous game on the Megadrive.

After doing a few special moves of my own on the game producer, Dan Marchant, he eventually agreed to give me a butchers at the game and I can reveal that it's a beat 'em up (quelle surprise) with you and/or a mate playing Bruce Lee.

The programmers decided against a scrolling beat 'em up like Streets of Rage II and have instead opted for a 'you against whatever the computer throws at you' type game whom you must defeat before moving onto the next opponent (ala Street Fighter II). Where Dragon and SFII differ in this respect though is the way, on defeating one set of baddies on certain levels, another set materialise and throw you out, for example, from the kitchen onto an alleyway where more fighting fires up.

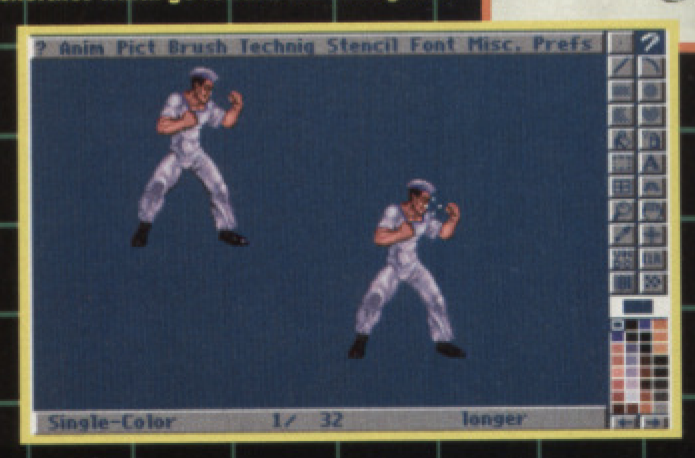
You're armed with an incredible 36 moves to thwart your various opponents (unlike Street Fighter II, you could face two or three at a time) and Virgin has programmed it to include combinations which, when mastered can have amazing effects. Many of the foes are featured in the movie make an appearance but some are exclusive to the game such as a leather-clad female dubbed the Stick Woman because of her habit of driving a stick into the ground then swinging round it to hit you with a devastating blow. Some of your opponents are also armed, such as the chefs with their lethal looking meat cleavers

From what I've seen so far (and admittedly that's not a lot on the Megadrive) this game is looking pretty hot. The sprites are huge (about 110 pixels high) and about 100 frames of animation per character (add all those up and that's a lorra lorra animations). The backgrounds I saw also looked great — really detailed and clear. Naturally we'll bring you more news on this potentially great game as soon as we can.



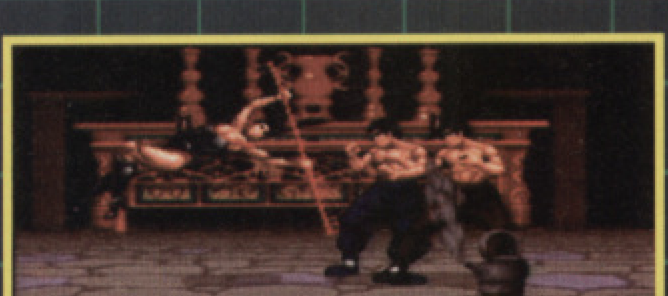
▲ *Just two of the dozens of preliminary sketches which go toward the final game.*





▲ *The sprites are painstakingly constructed, pixel by pixel and above on the right, you can see the end result.*

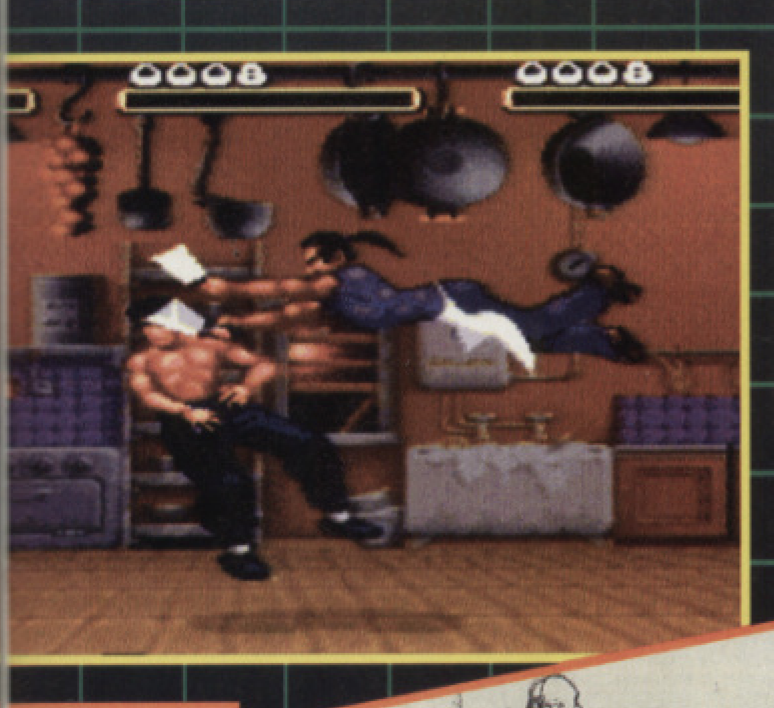




DIFFERENT STROKES

When I suggested that Dragon might lose out to Street Fighter II because you can only play one character, producer, Dan Marchant came out with the devastating news that they may include a cheat allowing you to play some of the other 10 characters! It seem it will depend largely on the cart size they are allowed as Dan pointed out, they have already filled up 16 Megs of space and the game isn't finished yet. He admitted though that his programmers have come up with some nifty tricks which forces the computer to recognise any duplications, be they upside down or back to front, and cancel the excess, allowing more room.

PROJECT	DRAGON
FORMAT	MEGADRIVE
PUBLISHER	VIRGIN
INITIATED	OCTOBER 1992
RELEASE	FIRST QUARTER 1994

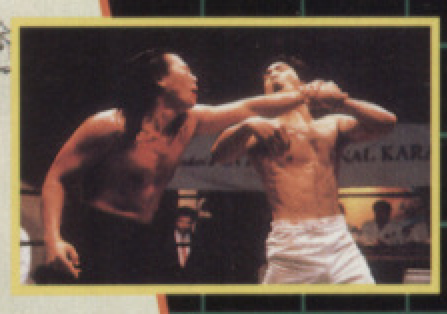




▲ *I wannabe a flying fish!*



▲ *Bruce Lee bears the scars of his battles.*



THE MAN, THE MYTH

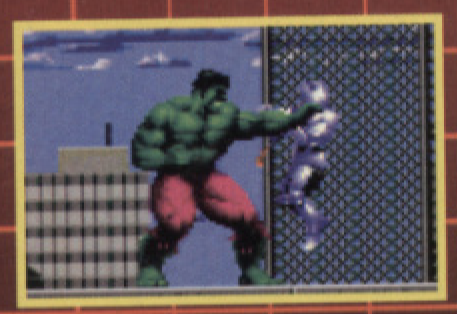
Bruce Lee was a guy with an interesting life even though he did allegedly snuff it at the tender age of 32 in the bed of his girlfriend (a fact which both the film and the game have 'forgotten' to mention) supposedly as a result of taking 'aspirin' — uh-huh, pull the other one, it has psychedelic bells on it!

Apart from becoming one of the top, and certainly the most public, martial artists ever, ol' Brucie-baby also reckoned he was dogged throughout his life by the family curse — The Phantom. In the film The Phantom appears at certain points and does terrible things to Bruce like look at him in a really horrid way. A nice touch of the film is the way The Phantom turns up, not only at the end of the game (as you might expect) but also earlier on if you're doing badly enough to lose your protective mirrors which Bruce maintained kept his nemesis at bay. Win and you live to fight another day, lose (which is highly likely) and it's game over!

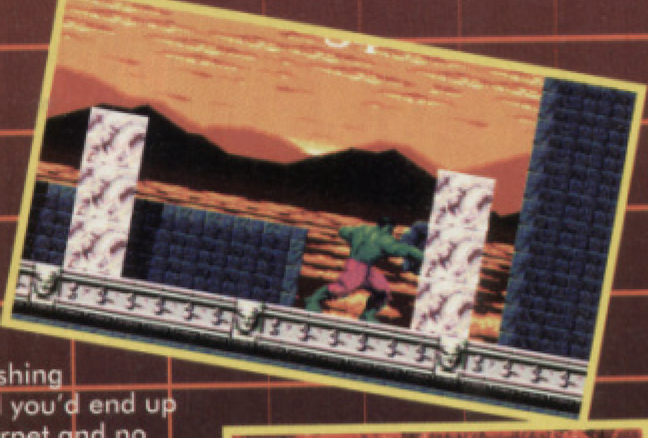


Considering herself truly green and since she's forever wearing ripped trousers and no shoes, Lucy Hickman was considered an ideal candidate to roar down to US Gold for an EXCLUSIVE butchers at The Incredible Hulk...





Use the Hulk's amazing Sonic Slap to power through walls.





"Don't make me angry, you wouldn't like me when I'm angry..." Blimey, imagine being married to Bruce Banner eh? Get a bit of soap in his eye while you're washing his hair or overcook his sausages and you'd end up with blood all over your nice clean carpet and no head! Still at least there would be some consolations — you could drag him down the DIY shop and match him up exactly to your new bedroom wallpaper!

Anyway, enough of the frivolities. The bottom line is, US Gold are transferring the decidedly unjolly green giant from the pages of Marvel Comics onto the Megadrive with The Incredible Hulk who is currently celebrating his thirtieth anniversary.

Throwing away the scenario of the comics, you start off as the full blown green man himself and roam around five sprawling levels collecting gamma pods to ensure you keep in shape. Lose enough energy and you're transformed back into wimpy Bruce Banner (a change that hasn't occured in the comics for over a year now and if he did change back he wouldn't run about in search of ways to turn him back into a creature he despises).

Bashing the living daylights out of things in a variety of ingenious ways is the name of the game but it's robotic creatures or inanimate objects only we're afraid (apparently Marvel Comics got a bit touchy about the thought of humanoids being squelched).

This platform action jaunt focuses on the Hulk's arch-enemy, the Leader, who's decided, in his wisdom, to take over the earth by creating a mammoth Robochemical army of world-crushing strength. To help him out he's roped in four more of greeny's foes — Tyranus, Absorbing Man, The Abomination and The Rhino. It's up to the Hulk to single-handedly crush the demons from hell and save the world. Blimey!





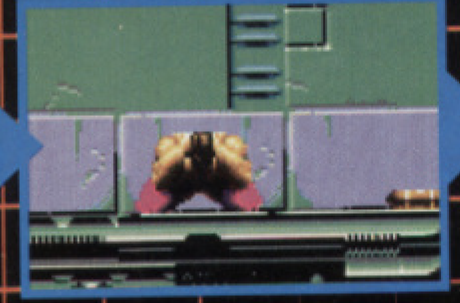


Hey, love and peace Mr Demon from Hell — mellow out!



Dig that groovy transformation Hulk freaks!



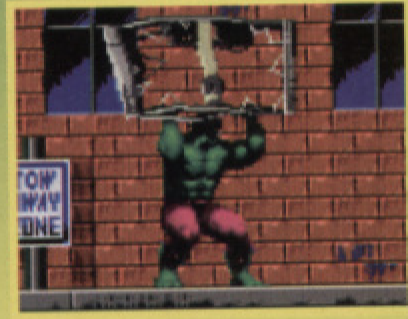




GREENIES

Hulk interacts with a variety of objects on the screen — he picks things up, scrunches them up and throws them around, whether you're talking about phone boxes or obstructive robots. Probe has also equipped him with quite a few moves as you can see from





Hulk strives in vain to get his 10p back from the thieving phone box!

REDIBLE HULK

S GALORE

these animation screens. Many of these are with him all the time including the headbutt and the normal punch but others, like the sonic clap, can only be achieved by pumping him full of the old Gamma pods which are generally hidden under trashcans or the like.

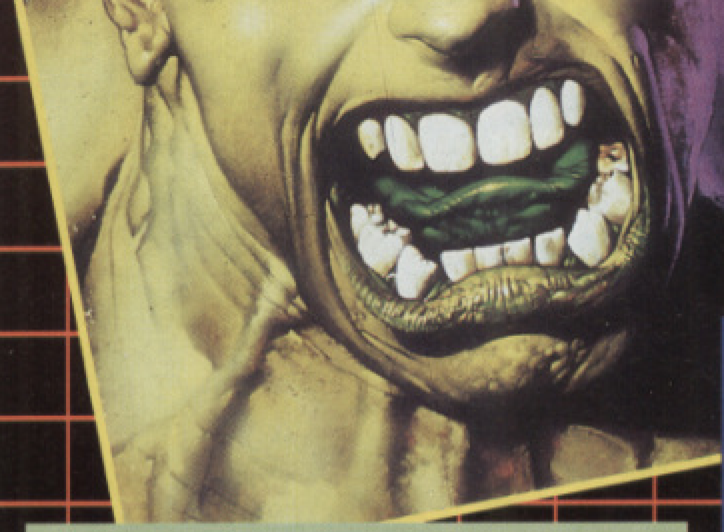




▲ Stitch a load that tin-head — loadsa 'ead butts!

▲ Hey David, it's behiiiiiiiiind you!

▼ Richard Leadbetter on a good day!



INPUT FROM MEAN MACHINES

During the summer of 1992, Jaz and Rich were invited up to sunny Birmingham to help devise a game scenario for The Incredible Hulk. Having considered the comic character in great detail, they both thought that a game featuring the Hulk trashing tanks, doing mile-long jumps and generally indulging in all-out warfare with all and sundry would probably be best. Some of our ideas have been taken on board. Some haven't. We'd have preferred a game with far more action — after all, Hulk is a very angry creature. However, it seems Marvel object to the trashing of humanoids so this idea had to shelved. Shame eh?

GREEN PROBE

The Incredible Hulk was programmed by the inimitable Probe software who are responsible for quite a few classics currently doing the rounds on the Megadrive circuit. Two of the better known ones are:

MORTAL KOMBAT

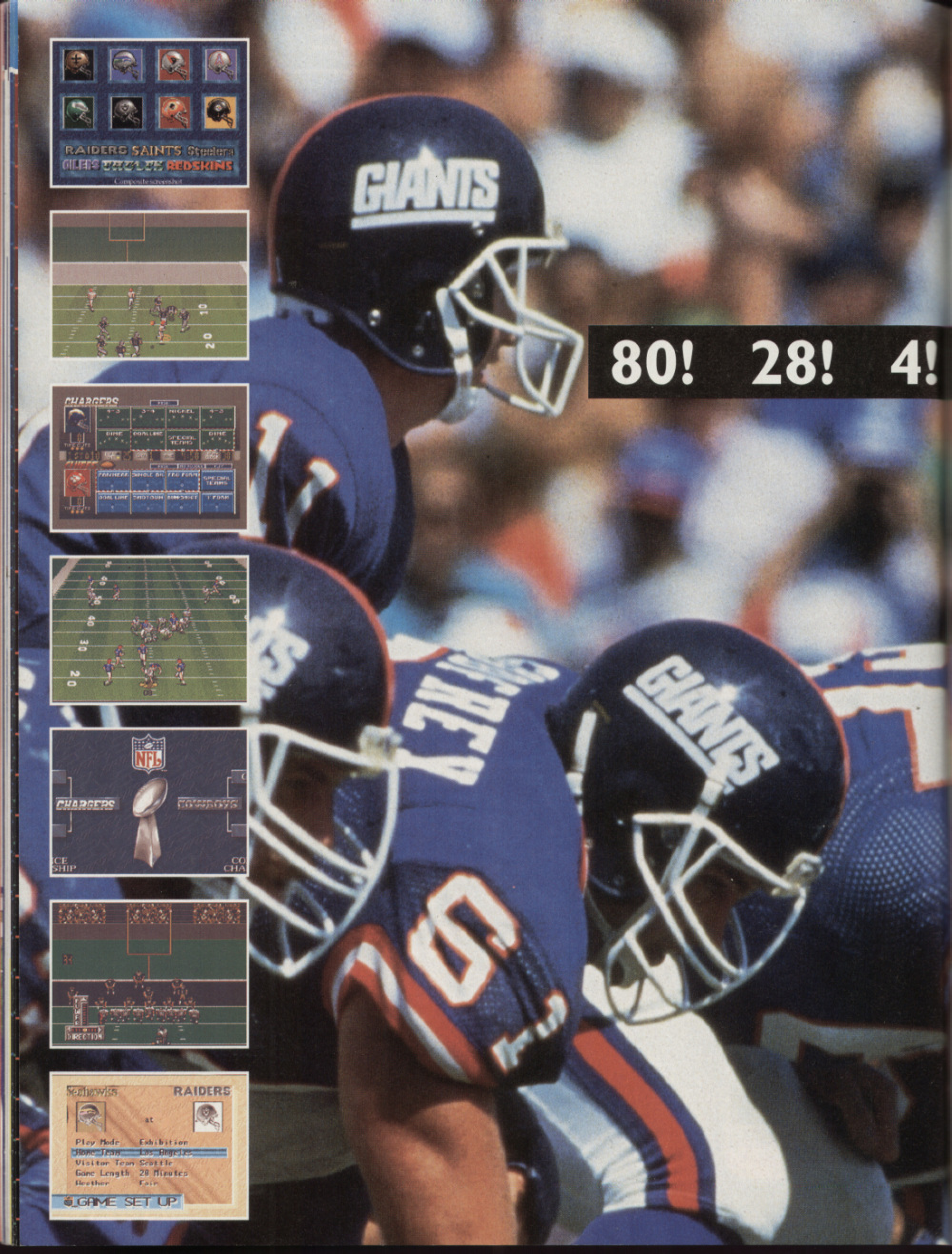
Although this didn't score too highly in the gospel according to St MEAN MACHINES (79%) the Megadrive version of this spine-ripping beat 'em up was still an absolutely tip-top conversion from the arcade and the Game Gear version, also by Probe was a classic!

ALIEN 3

Based on the not-so-hot film of the same name, this game on the Megadrive was a total corker and one that MEAN MACHINES gave a huge thumbs up to (89%)! Mega blasting action with gorgeous graphics and utterly addictive gameplay.



PROJECT	THE INCREDIBLE HULK
FORMAT	MEGADRIVE
PUBLISHER	US GOLD
INITIATED	DECEMBER 1992
RELEASE	FEBRUARY 1994


80! 28! 4!
RAIDERS SAINTS Steelers
REDSKINS
Composite screenshot
CHARGERS
NFL
CHARGERS
COWBOYS
RAIDERS
at
Play Mode Exhibition
Visitor Team Seattle
Game Length 20 Minutes
Weather Fair
GAME SET UP
GIANTS



1-4 PLAYERS

PRICE	TBA
BY	ELECTRONIC ARTS
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD (4-WAY)
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

SECOND ROUND

ORIGIN

This is Electronic Arts first entry into soccer. The game is a faithful representation of International soccer.

HOW TO CONTROL

The D-Pad moves the selected player around the pitch. Combining the directions with a button produces varying effects. Learning all of them takes some time indeed.

- **A** Slide tackle/Chip
- **B** Change player/Kick
- **C** Tackle/Shoot
- **S** Pause and access options.

HOW TO PLAY

Marshal your eleven players in an effort to place the ball in your opponent's net. Meanwhile prevent him from doing the same to you.



"Sit yourself down on the couch, Mr Gascoigne. That's it, relax. Now I'm going to say some words and you're going to tell me what associations come into your head. Right, Stanley Matthews"
(Chicken drummers).
"Bobby Charlton"
(Rock with Laughter).
"Glen Hoddle"
((Malt Whiskey).

"I see. It appears you haven't been playing football for some time, Paul, with that gammy leg of yours. I think we need to send you on a bit of a 'refresher' course. Here, take this prescription for a 'Sega Megadrive' and ask the chemist for a copy of Electronic Arts' new FIFA International Soccer game. Play three times a day, preferably with friends. I believe it's the ultimate replacement for the real thing; Four-Way-Play-Rippin', in fact. Oh, you're an NHS patient: Here's a Quickshot Supervision with Blocky Ball instead.



▲ *The player from Holland who should have been sent off scores! Huzzah!*

BLADDER PROBLEMS

Soccer is an almost universal game, but for the sake of newly arrived Martians, here's a brief rundown of its principles.

FACT 1

The game takes place on a oblong field, with netted goals placed at centrepoint of either end. Each goal is defended by 11 men — the team, with the specific task of covering the goal mouth given to 'keeper.

FACT 2

Any of the 11 players may score by placing the ball within the opponent's net. However, all except the 'keeper are forbidden to use their hands to influence the ball. Other parts of the body; head, chest, feet and thighs are deemed legal.

FACT 3

Standard games consist of two halves of 45 minutes. The field is officiated by three people. The referee keeps time, observes fouls (illegal manoeuvres) and supervises the entire game. The two linesmen watch for offside and the ball going out of play.

COMMENT



GUS

This game is as different to your average Megadrive football game as Roy of the Rovers is to Billy the Fish. EA have pulled out the stops to create an experience rather than a mere game. FIFA soccer is one of those games where the marvellous atmosphere, created by the fabulous sound and animation really does have a bearing on the gameplay. However difficult it may be grappling with the control sometimes, and whatever your doubts about building strategies, this is undeniably exhilarating and often nail-biting. Amazing athletic kicks, sizzling shots, zinging crossbars and agonising fouls. The clincher must be the use of the four-way. The game doesn't slow down and it's easy for players to work as a team. The mechanics of football have been so well lubricated here, it's a palpable classic.



▲ *Oh look, it's the German ref who didn't send that Dutch player off.*





MEGA GAME

DO THE INTER-CONTINENTAL

The 48 teams reflect the diversity of the styles and abilities within FIFA. As there are no difficulty options as such, handicapping yourself with one of the 'emerging' teams is a good way of upping the challenge. Here's a global overview of world football.

EUROPE

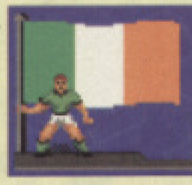
Europe has the highest concentration of soccer excellence in the World, and a huge variety in distinctive team styles. Doggedness and grim determination characterise those teams whose players are used to playing in tough domestic leagues.

ENGLAND



The English play a powerful game, even if they are often mocked for lack of sophistication. Their skills are improving.

HOLLAND



A brilliant and talented team, with an exuberant style which makes them highly dangerous when their effort is concerted.

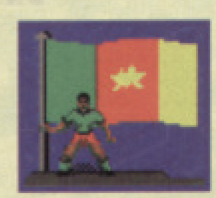
REPUBLIC OF IRELAND

The level of their play is out of proportion to the size of their nation. Eire are constantly bringing down giants by deftly exploiting the gaps in their opponent's defence

AFRICA

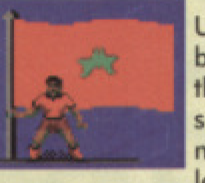
Regarded as the emerging nations of FIFA, and sure to provide World Champions soon, Africa's teams can be colourful, reckless, slapdash and awesome — all at the same time!

CAMEROON



Show stealers at Italia '90. Cameroon is a hard team to coordinate and control, but they play lightning football, and have highly advanced control skills.

MOROCCO



Up and coming, but still without the firepower or solid defence to make it at world level. Useful if you want to set yourself a challenge.

AMERICA

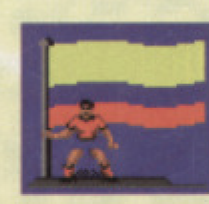
A tale of two hemispheres: the South is the undisputed Master of World soccer, with a clutch of dazzling teams. The North is still a backwoodsman in this particular game.

UNITED STATES



Once the laughing stock of soccer, these guys still have a lot to learn, but they're getting there.

COLOMBIA



A team of individuals, each must be counted as a potential goalscorer. An exciting team to get to grips with.

BRAZIL

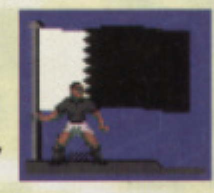


Brazil's incredible success story continues. Pick them for the strongest concentration of skill, power and control.

ASIA

Stretching in a broad band from the Middle East to Japan, soccer is only now becoming of interest to Asians. Therefore, their teams are generally weak.

QATAR



This Gulf state represents the first rung of the world ladder. Qatar are eager, but their skills are in infancy.

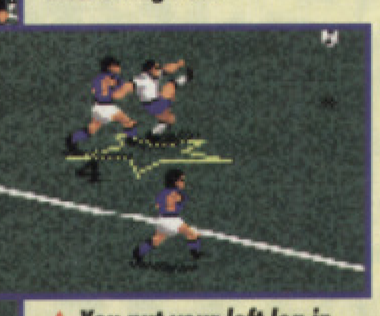
JAPAN



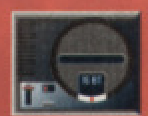
One of Asia's stronger sides, these lads play by the book, and have a team attitude. They do lack some of the colour of some American teams.

▲ *Ron barr sures makes an interesting host.*





▲ *You put your left leg in (the box)*



IT'S IN THE GAME

EA Sports claim that "if it's in the game, it's in the game" (tm). This certainly seems to be the case with FIFA Soccer. Let's investigate how the programmers dealt with the sort of problems that recreating football poses.

FOULS

Fouls are either off, or on at one of two levels of intensity. At the high level, there are many more bookings, and a few send-offs. It is still possible to commit fouls, even with this option off.



VIEWPOINT

Showing all of the pitch is impossible, so a scrolling system based on keeping the ball central is used. The viewpoint is isometric 3-D, viewed from a high point in the bottom right of the pitch. There is no scanner to show the positions of players, but players under control are marked with an arrow if they are off screen.

CONTROL

The extent to which you control your men is a tricky one. When you instruct a player to pass, he will do it in the general direction of joypad movement, and with his individual skill in that technique. You can have your goalkeepers controlled by the computer if you wish, meaning fewer goals, generally. Players automatically select shots like bicycles and headers depending on their position and your command.



DRAWS

In league and Tournament first round, a draw is an acceptable results. In playoffs, a draw is decided in two stages: two periods of extra time, equal to half the length of a normal period; and failing that, sudden death, when the first score wins. There are no penalty shootouts. A FIFA policy change for the real game?



▲ *We have you in our sights.*

LONG BALLS

Set pieces, like free kicks, goal kicks and throw-ins, have a separate mechanism to allow you to control a shot over several screens. A yellow box is placed under the d-pad control, which represents roughly where the ball will land. For 'keepers moves, an alternative option is to throw the ball to a near defender.

▲ *Bring on the Geoff Willians' Free Kick Generation!*

SKILLS

The proficiency of each team is shown by bar graphs rating their skills from one to ten in Running, Passing, Tackling, 'Keeping, Defence and Overall.



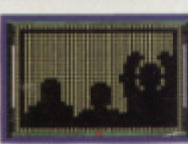
NET GAIN

When you score there is a little celebration. Players flip out and start doing handstands and slides and the screen becomes an animated dot matrix stadium monitor, showing a short congratulatory matrix.



▲ High drama deserves hi-fives.

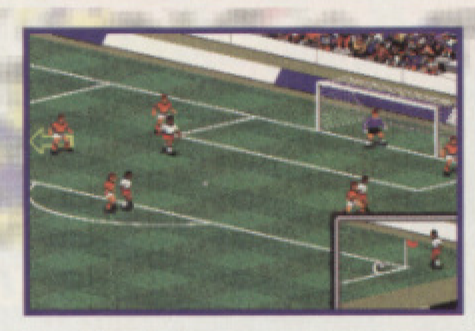






RATTLE YOUR CAGE

EA have used god knows how much memory creating a realistic crowd. The range of convincing samples covers yells, roars and chanting. Although the action is often enough to get them on their feet, they don't shout obscenities or throw coins at the goalies, happily.





▲ Games action ahoy in this

FOUR WAY PLAY

FIFA Soccer uses EA's Four-Way-Play adaptor. With this connected, anything from one to four people can take part, in any combinations: three-on-one, even four against the Megadrive is possible. Each player has their own distinctive colour, which marks their player.

PLAY FOUR WAYS

EXHIBITION

The simplest play option. Simply take on a human or computer controlled team in a one-off game.

TOURNAMENT

This is, by any other name, the World Cup. This tournament option pits 24 of the 48 teams in a massive battle. The first round consists of six groups of four teams, who play each other. Two points are awarded for a win, one for a draw. The top two teams in each group, and the four best teams placed third go into the second round. From that point the tournament is a knock-out competition.

PLAYOFFS

Playoffs are like the knockout stage of the tournament. You pick between one and eight teams, in single match battles towards a trophy.

LEAGUE

A league consists of eight teams, either picked by yourself or randomly drawn from the pool of 48. You play every team in the league twice before the League Champion is decided.

PASSWORD

You can save your progress in a playoff, tournament or league by noting the passwords given at the end of each game. Just use the restore option to continue.



▲ Get that German ref!

COMMENT



Here it is! The latest, greatest soccer game yet seen. FIFA Soccer has it all: stunningly animated, ultra realistic graphics, unbelievably good sound, fantastic gameplay, loads of moves, a great control method, options beyond your wildest dreams, full replays and up to four-player simultaneous action! It is simply thersaurus-bustingly superb, fully capturing the tension, action and excitement of football and, with the marvellous sound, even the big match atmosphere. Crowds gather in the office to see people play it - even more queue up to have a go. Just like John Madden's Football before it, FIFA Soccer is set to become a long-running classic. Buy the first instalment and experience sheer brilliance.





▲ *Run! run! Go for glory!*

GOT TO HAVE IT

Instant replays are available at any moment of the match. Select the option, and you are able to watch around ten seconds of the most recent action. The joypad has VCR controls of play, rewind and a frame advance. Sadly those moments of glory cannot be saved.

OFF-SIDE

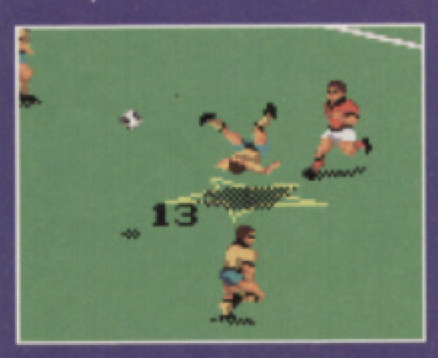
A much maligned rule, that thankfully is optional. Off-side prevents the ball from being passed deep into an opponents half, as at least two defenders must be between the nearest attacker and the goal. Playing with this off means a more dynamic game.

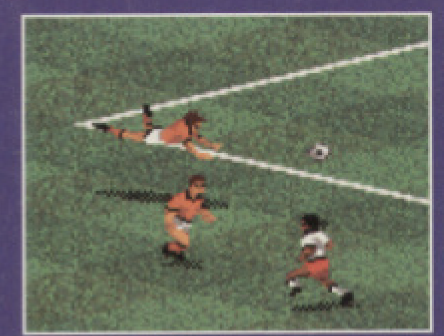
THE DUG OUT

Football is the sublime mixture of the physical and the strategic. As team coach/manager, you have full control of the strategic element from the sidelines. It's possible to take time out at any point to change tactics.

LINE-UP

Each side has 22 players, each with statistics in 13 areas; skill, speed, reaction, ball control, power, accuracy, agility, slides, bicycles, headers, stamina, passing and aggression. Players also have positionings based on their team role. Substitutions can be made twice per match.









FORMATION

A variety of number formations exist, the three numbers relate to the player strength in defence, midfield and attack. The amount of people in each area should reflect your strategy. Sweeper is a special formation used by continental and South American teams, with a free defender to sweep the ball up through the midfield.



TACTICS

Your overall approach is defined here. An attacking posture is best when you are the stronger team. Play defensively when you wish to maintain a narrow lead. The long ball option is a simple strategy for beginners to adopt.

PRESENTATION

96

▲ Superlative presentation of the game and global paraphernalia. More info than you could need.
▼ No on-screen clock — major boo-boo.

GRAPHICS

93

▲ The pitch is pretty much standard, though the viewpoint is good. It's the animation that's utterly amazing. Fluid, comical, most of all believable.

SOUND

93

▲ The sampled noises of the crowd are realistically constant, but never irritating. A great sense of aural authenticity.
▲ Title screen music is brill.

PLAYABILITY

92

▲ Extremely easy to pick up and play. Always exciting. Feels like real football, but plays faster
▼ Passing seems difficult sometimes, and the response is not instant.

LASTABILITY

90

▲ The four player action is superb, making FIFA soccer a game that will always be out of its box. A vast range of team levels.
▼ There is only one 'skill level'.

OVERALL

94

The word 'classic' is used to much in this business, but anyone who plays FIFA Soccer must concede that this IS Football. In the Megadrive's sporting elite.

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SEGA MEGA DRIVE

HORNBY

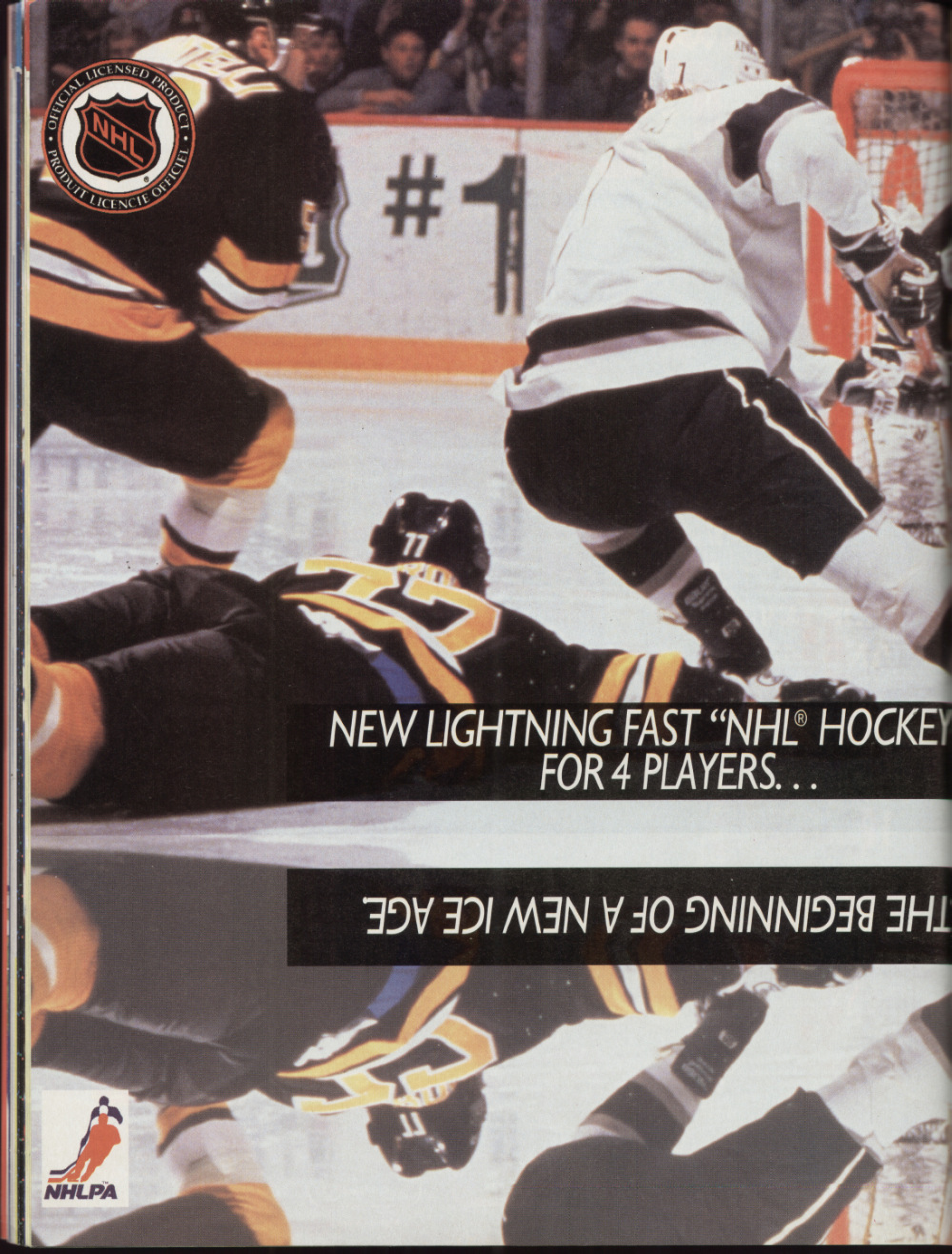
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SEGA MEGA DRIVE

Y'94"

NHL Hockey '94 takes your breath away quicker than a bucket of ice down your boxer shorts.

For a start, you've four times the action courtesy Electronic Arts ice-standing new 4 WAY PLAY-adaptor. This plugs you in to a new dimension of gameplay - 1,2,3 or 4-player play.

It's also faster than its super-charged predecessor. So fast that the puck wears an asbestos overcoat.

And it's bigger. A whole lot bigger.

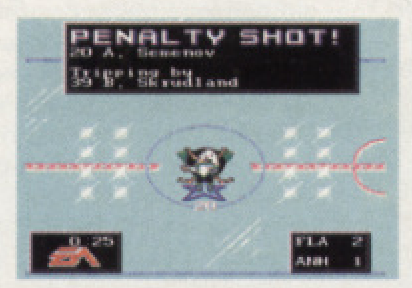
The 25 new features make for a whole new game play experience:

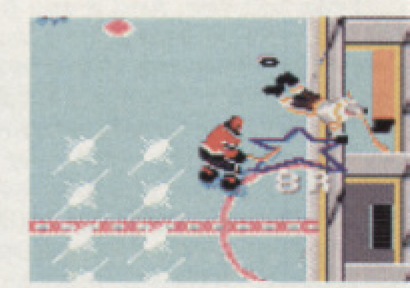




Forwards can hit "one-timer" volleys; your goalminders have sophisticated, full-player, control to dive, lunge and kick-save; and pummelling body checks make mincemeat of your opposition.

New penalty shoot-outs produce dramatic one-on-one against the



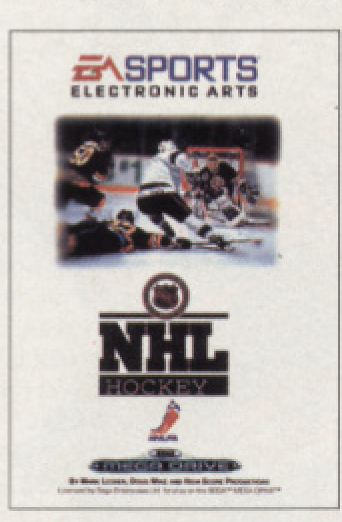


goalies. There are new customised rinks each with their own characteristics, listen to the roar of Shark's fans who stomp or throw their hats after every hat-trick. While crazy catcalls, and 70 pieces of adrenaline pumping organ music all add to the atmosphere and excitement.

New battery back-up saves the personal records of up to 7 players on the same cart. And of course, because it bears the NHL name, all the updates teams and players featured in NHL Hockey '94 are completely for real.

If you've heard it before, remember the name 'cos...

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Another month and yet another flipping intro to write for YOB. I tell you what, you try writing an amusing intro for YOB fifty times. Each one as funny as the last and all completely different. It's hard, I can tell you. And if you don't believe me, try it. Then send the results in so I can have a laugh. In the meantime, send your letters, comments, fine witticisms, pictures, funny postcards and photos to: HERE ARE SOME MORE PRECIOUS NATURAL RESOURCES FOR YOU TO DISCARD, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

IQ 103

Dear YOB (well, Mrs Shelley, actually)

I was struck dumb after reading the letter by that bag Margaret Shelley. People like you make me sick.

'Promoting the ways of disorder and violence' describes how you have made me feel towards you.

Games are the perfect way to release aggression. My friends and I all play games and none of us go out and smash up some old geezer's Mercedes after playing Final Fight or get into a spaceship and start blasting people after playing Vulcan Venture. I have never dreamed or had the urge to harm anyone or anything as a result of three years of almost constant, hard, violent gaming.

You do my head in and I'm not surprised YOB was 'malicious' to you. Ever since MEAN MACHINES started, YOB has only insulted wallies who just aren't worth the effort, but you, I bet you're one of the ugly, fat old bags who appear on Kilroy having a go at sexy models because that's something you could never be. It's the same thing isn't it? I bet you're jealous because all they invented when you were a kid was dolls and wooden train sets (judging you are over 30 by the oh so big words you use in your letter).

Even if you do get up some campaign I'm sure that your rubbish band of killjoys won't get anywhere — you'd be surprised at the large number of parents who play games, they are not all trés serious like you, my mum always reads Mean YOB, all the insults and bog-standard toilet humour amuses her.

Robert Mulraney, Aylesbury.

YOB:She is but a skid on Spender's jockstrap. But, from what I hear, her evil horde is slowly growing in numbers. Could they bring an end to videogaming as we know it, or will the gallant chaps at MEAN MACHINES and their loyal band of readers stand up for their rights to choose to play what you want? Margaret Shelley I say unto you: Your move, cheese lips.



IQ 110

Dear YOB

What's happened? You've changed both in image and attitude and I think you've changed for the worst.

You used to be really insulting and this made all you replies really funny. Your replies to P. Scatteruashion in the December 1991 issue of the original Mean Machines made me laugh out loud. Now you seem to have toned down the rudeness of your replies and you're not funny any more. Please insult someone, even if it is only me.

Also, what's happened to your physical form? You used to be at least vaguely humanoid (although your head was a bit big), but you seem to have been transformed into some kind hulking robot monster thing. Why?

Other than that, your magazine is great. The reviews are the most accurate of all the Sega magazines on the market; in fact there hasn't been one verdict I haven't agreed with out of the games that I've played. Oh, sorry, I didn't like Ecco. It's one of the most tedious games I've ever played.

Anyway, keep up the good work.

Chris Spicer, Nuneaton.



▲ *It's Gouache - sort of snobby crayons, and it's great: Stephen Birkett of Winshill.*



▲ *A sterling effort, on 'feint ruled' I believe, from Simon Mann.*

YOB:Insults, eh? You are but a floater in Spender's lavatory. You walk like John Inman's trousers. You're so crap the only job you're ever likely to get is the one you can fish out of the lavatory pan... and so on. Look. I need decent letters to inspire me to greatness, and on recent form they've been about as creative as Nintendo's new ad campaign. Ninfantile. Nincompetent. Nincompoops...

IQ 109

Dear YOB

Your mag is totally excellent it beats the hell out of any other Sega mag but please give away some massive posters in the middle pages.

Oh yeah, I hate boring people on the telly documentaries who put down computer games as being violent and say computers should banned because computers especially Megadrives are so bloody good and it's all I do and play on. Anyway, it doesn't teach anyone bad things because you're not really going to rip someone's spine out are you?

Chris Snell.

YOB:Yes it does. I just did. By the way, I saw this butcher's van going down the road the other day with the slogan "You can't beat our meat" written on the side of it. Is that hilarious or what. Lucky I had my incontinence knicks tied up tight that day or I could have flooded Lower Regent's Street.

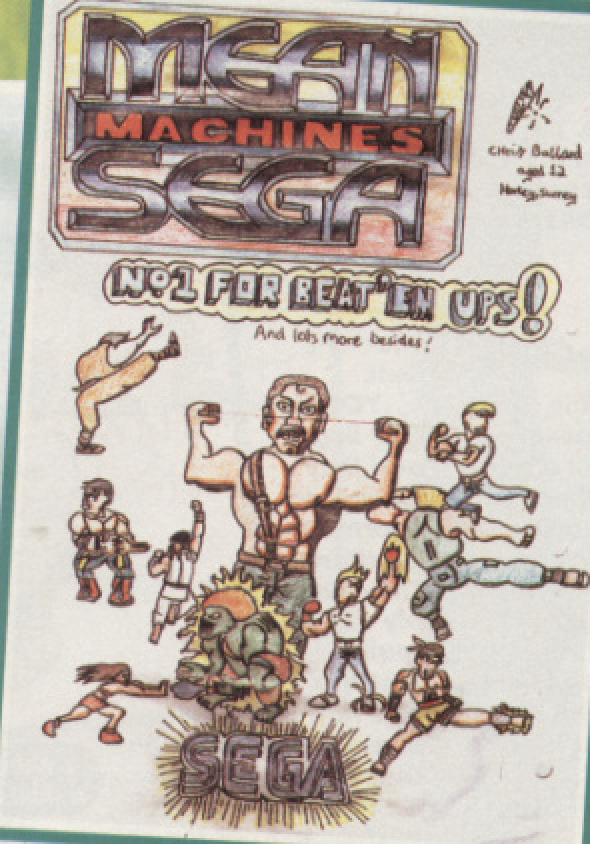
IQ 87

Dear Mean YOB

I have a very serious point to make. First, it was the Spectrums and the Commodores and let's face it, they were crap. Then came the Master Systems which were good for their time. Then consoles took off with the Megadrive and the SNES. Then CD systems came in and finally 32 Bit systems. Five years on things will become 64 Bit and by the year 2000 who knows? Can't the companies be happy with Megadrive and SNES? Prices for big machines will be too much and things will go too far. What do you think?

I am also in mental insecurity after your SF II versus MK section in November MMS. I think you have forgotten SF II turbo is the old SF II upgraded three times. If Midway took Mortal Kombat, gave it better graphics, better sound, more moves, more characters and tweaked it to the perfection of playability, SF II would have a challenger. That's what Capcom has done and because of that there is no contest.

Steve Reynolds, Haslemere, Surrey.





▲ *There's always one slips through the net: This month, Chris Ballard of Horley.*

YOB:You certainly are in mental insecurity. I wasn't going to comment on your two apallingly-written points, but I'm so bored, here goes. First point: don't be a fat purple haemorrhoid. Megadrives and Super NES machines have already yesterday's technology — progress is what makes videogaming interesting. Second point: That's a pointless argument. Lip up fatty and de reggae. Please pay more attention in school otherwise you'll be asking people whether they want fries with their order for the rest of your life.

IQ 76

I received my copy of Mortal Kombat on the Megadrive a few days early thanks to mail order and since I am a fan of the coin-op I was excited to say the least.

Imagine my disappointment then, when I turned up the sound through my hi-fi speakers only to find that I might as well unplug them.

How come Jaz was observant enough to discover the undeniable flaw in the gameplay (I ignore this procedure in order to enjoy the one-player mode) but maintains that the sound is '...just about arcade perfect'. Has he played the arcade game? For one, the music in the conversion is completely wrong and although good, just doesn't create the correct atmosphere. As for the SFX, the flying kicks make a faint phutt sound like a quiet fart, Kano sounds like a monkey and Rayden's electricity sounds like a blue bottle in a jam jar.

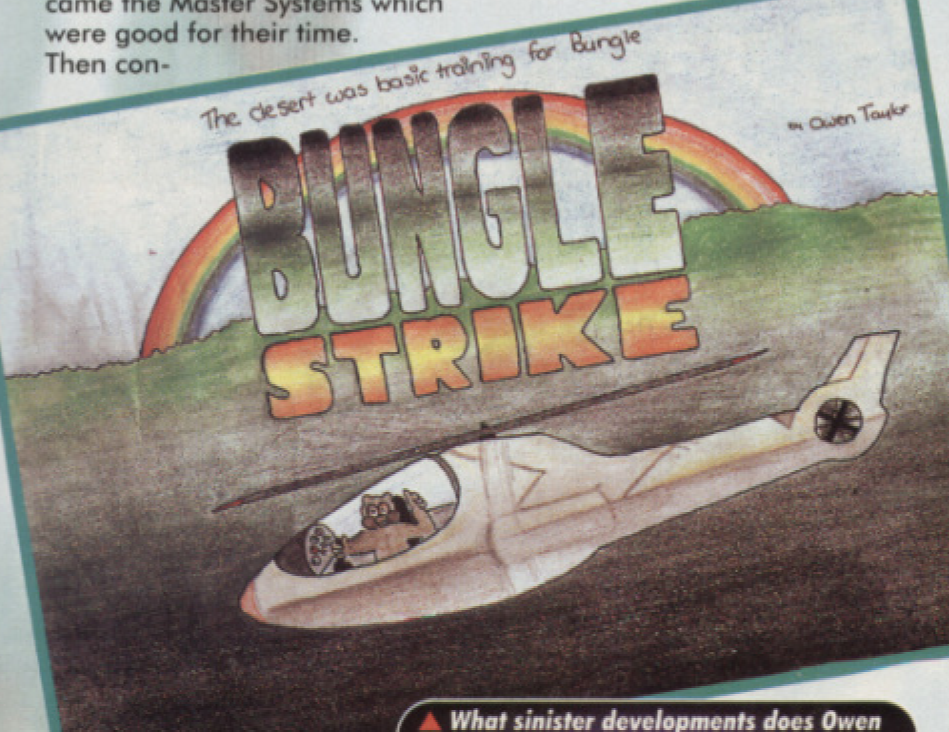
Since everybody knows that Street Fighter II has more depth of gameplay, Mortal Kombat's appeal lay partly in the blood and gore but also in the digitised graphics, sinister atmosphere and booming sounds. No wonder Jaz says it doesn't fell like you're hitting someone — it DOESN'T on the Megadrive version.

Why didn't Sega give Probe the go-ahead for a 20 Meg conversion when it must have been obvious that the sound couldn't fit on a 16 Meg cart. It's not as if MK is cheap at £50. I'd rather pay more to have the real thing and not feel let down.

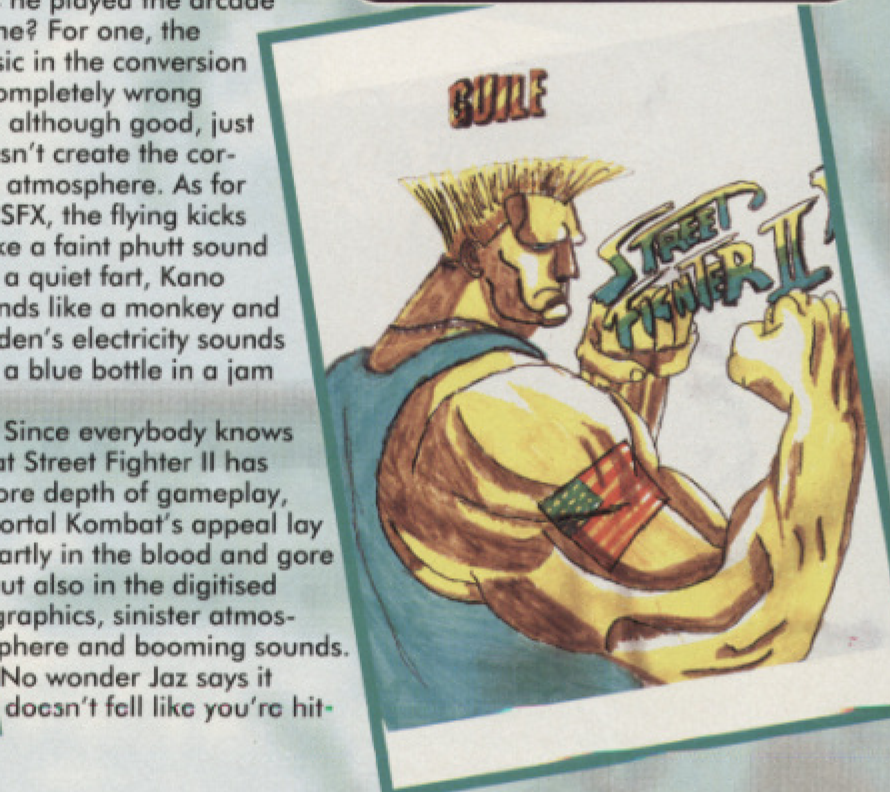
A depressed and broke Peter Giles, Market Drayton, Shropshire.

YOB:Jaz says he was trying to be charitable and was so desperate to find something nice to say about it he commented, incorrectly, on the sound. It just goes to show

▲ *The Living Dead walk again, courtesy of Steven Clarke, Newport Pagnell.*



▲ *What sinister developments does Owen Taylor of Kirkcaldy have next?*



▼ *Guile grappling with his liver problems, according to Paul Brookes of W. Bromich.*

what a Spender's armpit the game is and that you should have really saved your money for Street FighterII. Still, there's no telling some people, is there? You know what people say about fools and money...

IQ 27

Dear YOB

You are a lard sandwich and resemble the Elephant man greatly and listen to Nat King Cole backwards, hoping it will send messages to your head. Well think again Ken Dodd, you're retarded already.

Des O'Connor, Burdem Road, Moulscombe.

YOB:It's amazing what can come out when you stick a mentally retarded baboon with a huge purple backside and buck teeth in front of a typewriter and let him bash the keys for a couple of minutes.

IQ 03

Dear YQB

Please, please send me a copy of Sherlock Holmes for the Mega-CD.

Martin Kingston, Orpington, Kent.

YOB:Please, please volunteer yourself for bizarre medical experiments.

IQ 01

Dear Bent YOB

How are you? I am fine. Did you know that on the Master System 1, if you don't put a cartridge in when you see the Sega logo, press and hold up and 1 and 2, it will reveal a snail maze game. Cor wow, what a swiz eh?

Tom Ungoed, White Hawk, Freckle Land.

YOB:Well done. You're only about six years late with that cheat, you stupid great big urine sample.

IQ 11

Dear YOB

I am quite annoyed that Sega bring out a console like the Megadrive and Nintendo wait. Nintendo take apart the machine (in this case the Megadrive) and produce the Super NES. They vastly improve upon the Megadrive and created an utterly outstanding machine. They improve it by giving it more colours, better sound, Mode 7, put more buttons on the control pad and making the machine smaller.

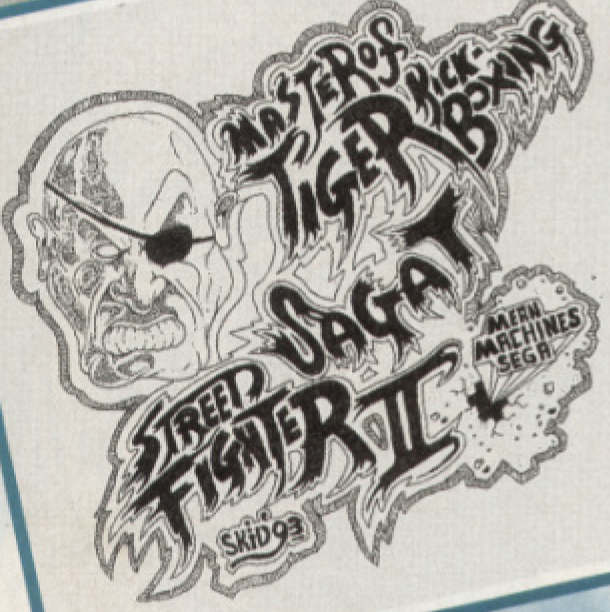
The point I am trying to make is that Sega bring out a 'new and technically advanced machine' Nintendo has a chance to study it and then, surprise surprise, brings out a better machine a year later.

Sega are following the same pattern again by bringing out the Saturn. Nintendo are intending to bring the cartridge based new Nintendo machine out a few months after the Saturn's released.

Sega has not realised the pattern and it is quite annoying being more of a Sega fan than a Nintendo one (and no this is not a gap in the letter to say 'He likes Nintendo so he's thick'. The person who said this has just had five lemons shoved up his nose). Drrrrrrrr! I think Sega should be told about this pattern otherwise it could carry on until the end of the century.

Neil Ramsden, West Wickham, Kent.

YOB:I've told Sega and they expressed enormous gratitude. They simply didn't realise that this was happening, and now thank and salute Mr Neil Ramsden of West Wickham, Kent for pointing it out. Rest assured they will take steps to stop this from happening again! Meanwhile I award you the Purple Nob of Honour. May you wear it with pride.



▲ Fortunate artwork from the unfortunately named Stuart Skidmore of Solihull.

▲ Kano indulges in some heart rending by a skint E. Southcott of Stirlingshire.

IQ 89

Dear YOB

I have a few things the ol' pen would like to express:

1. Your fold-out cover is ****, change it immediately.

2. I HATE the Nintendo readers who draw pictures of Mario killing Sonic, they should be taken out and shot.

3. Do you know any good, fun jobs going in the console game industry? (I'm only 13 but it's a new world out there).

4. Lucy is doing a great job, but then so are all of you, keep it up!!!

5. Know any good, fun ways of terminating my sister. She is so horrible! What about hypnotising her?

6. Who's Mystic Malcolm?

7. Your mag is fab!

8. People who think computer games are evil should be locked up.

David Evans, Derby.

YOB:1. We already did. 2. After you, sir. 3. Yes. You could write ads for Nintendo. 4. She is — we can all hear her from here. 5. Alright then. 6. The son of my father. 7. Cheers. And you're fab too, mate! 8. Yes they should. Down with the people who think computer games are evil! Boo to them!

IQ 103

Dear YOB

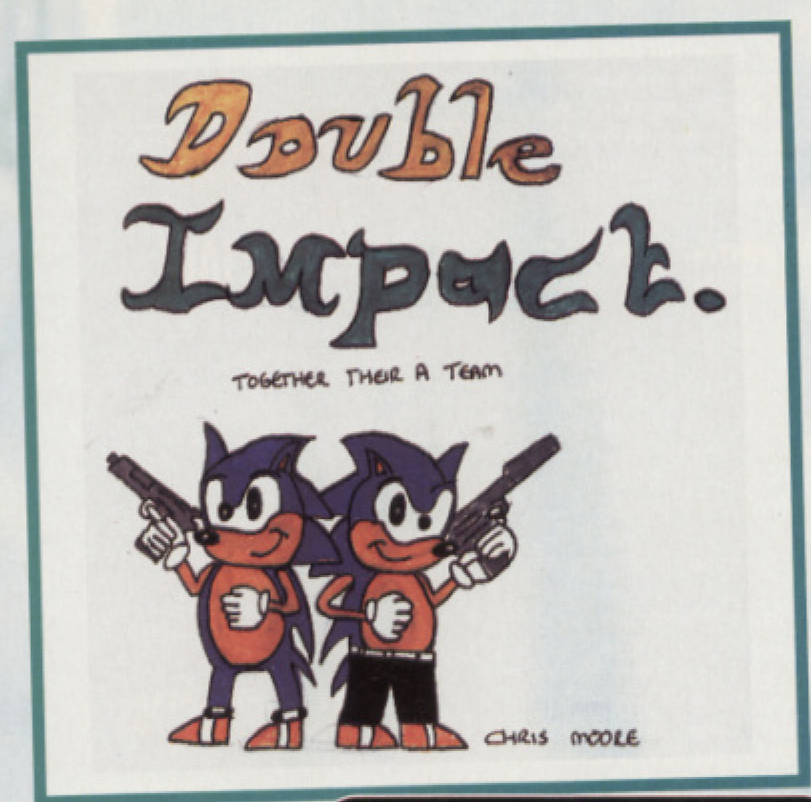
After reading the Street Fighter II review in issue 13 I thought the game was brilliant and I agree that it's better than Mortal Kombat. Could you please tell me if there is any chance of Capcom bringing SFII out on the Master System?

Christopher Scott, Carrick Fergu, NI.

YOB:Yes, it's most certainly, definitely, for sure coming out on the Master System. But then again perhaps it's not. You really need to speak to a certain Mr Jazzerton of Rignolla about stuff like that. I don't really know. But I could tell you how many litres of butane a cow farts out of its arse a week, though.



▲ The motif that will not die! More Mario torture from Thomas Woodward, Newport.



▲ *Intriguing, genetic Sonic twins, both with eye defects: Chris Moore, Chelmsford.*

IQ 0

Dear YOB

After reading your feature about SFII and MK in issue 13, I thought you were very biased towards SFII. SFII is very good but where are the death moves and gore?

Also, it's over-hyped and paying £60 for it is stupid. I think it is about time you lot in the office woke up to reality.

Biff Morris.

YOB:Street FighterII is already a superb game, it doesn't need death moves and gore to cover over the fact that it's a fairly average fighting game like Mortal Kombat does. Do you realise if we woke up to reality, you'd no longer exist. Frightening isn't it, you disposable anal spatula.

IQ 42

Yo ma main man

Do you know when Street Fighter II is coming out exactly? When it comes out will the infra-red remote control be a bundle with the game? You know the game will not have 256 colours like the SNES, how many will it have? Whatever has happened to Rad, has he gone to Megatech forever? Do you know any cheats for SFII yet cos I've heard there is one enabling you to fight DeeJay Maximum from Super SFII. Your mag is sound. Long live Street Fighter II.

Armstrong.

YOB:Yeah!

SUPER SPENDER MINI COMP

Here's a fine mini competition for your delectation. I've managed to swipe five brill Megadrive games from the games room and am willing to send them to the person who sends Gary Harrod the biggest and best photos of Spender/actor Jimmy Nail. Collect as many Spender pictures as possible — maybe only one good one will be enough — and send them off to: HERE ARE SOME SPENDER PICS FOR YOU GARY HARROD, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU







chee's/y (-zi) *a.*like or tasting of cheese; (sl.) inferior, cheap and nasty; hence -INESS *i.* [f. cheese 1 + -Y2]

And so ends yet another fine lesson in selected quotes from the Concise Oxford Dictionary. Now onto your fine questions, which shall be answered in style by Jaz and his special Californian answering pants that he bought from Bentalls. Or was it Bullocks? Well, it was one of those fine US chain stores, he just can't remember which. By the way, did you know that you can't buy Ralgex in the US — a similar product is available, though, called Bengay. Wheee. Anyway, if you've got any questions, write in to: HERE ARE MY QUESTIONS NOW PLEASE SOUND ME OUT Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CREAM HORN

Dear Jaz

Could you please answer these questions?

1. Is Sunset Riders on the Megadrive as good as the SNES version in all aspects?

2. Can the Megadrive produce as good graphics as the Super Nintendo?

3. Is World Heroes coming out on the Megadrive?

4. How much will the six button joystick cost from Capcom?

5. What's the latest on the Saturn?

Mark Harris, West Midlands.

JAZ:1. No. The graphics and sound aren't quite as good, but the gameplay is. 2. If both machines are pushed to their limits, the Super NES produces better graphics. 3. At the moment it's Super NES only. 4. Sadly you'll have to buy it from importers who are charging a ridiculous £80.00 for it. 5. I can't tell you because I've been sworn to secrecy. But I wish I could cos what I know is unbelievably brill!

JAM ROLY POLY

Big-Up Jaz

As you seem to be the don with nuff knowledge, I'd like to put a few questions to you.

1. Will Fatal Fury II be coming out on the Megadrive?

2. When will Sonic III be released?

3. Why doesn't George Graham splash out some money on the Arsenal midfield?

4. Will there be a six button joystick as opposed to a six button joypad?

5. Don't you think Ian Wright is the greatest? How about an Ian Wright Super Soccer Game?

Francis, North London.

JAZ:1. No official statement has been issued as yet, but I hear rumours that it might well appear. 2. March. 3. Why throw good money after bad? 4. Possibly. 5. Yeah. The object would be to hang around the 18-yard box and knock it in whenever the ball is passed to you.

MANCHESTER TART

Dear Jazza

I am about to own a Game Gear so please answer my questions.

1. Are Mortal Kombat and Chuck Rock 2 any good for the Game Gear?

2. What's the best game for the Game Gear?

3. How much will your MMS guide cost?

4. Is Fantastic Dizzy coming out on the Game Gear?

Mr Nobby, Nobby Lane, Nobbytown, Nobbyshire, Nobbyland, Planet Nobby, Near Nobby Sun, Star System Nobby

JAZ:1. Yes, they're both brill. 2. Super Kick Off. 3. We haven't decided yet, but rest assured it will be amazingly good value for money because all we want to do is make you, the punter, a happy bunch. 4. Fantastic Dizzy isn't coming out on the Game Gear. He's a perfectly normal heterosexual. His game is, though.

KNICKERBOCKER GLORY

Dear Jaz

I have a few questions I hope you can answer.

1. Does NHLPA Hockey '94 work with the Sega Tap as well as the EA 4-Way-Play adaptor?

2. I'm getting SFII for Christmas, do you think it's worth getting Mortal Kombat as well?

3. Is there going to be a Star Trek game?

4. What's the best game on each of the Sega systems?

5. What's your favourite motorbike? Mine's the Yamaha YZF.

Grant Tarbard, Basildon, Essex.

JAZ:1. Nah. 2. It's up to you. I wouldn't, though. 3. A Next Generation game is coming soon from Microprose. And it better be good 'cos I absolutely love the series (it's the best programme ever seen on TV)! Regarding a game based around the original Star Trek series game at the moment, Interplay have done a PC game and Konami released NES and Game Boy versions - but so far there's no sign of a Sega original series game. 4. Super Kick Off is my fave game on Game Gear, Impossible Mission is the rather odd choice on Master System and Megadrive Streetfighter II gets my thumbs-up. Ask me next week and I'll probably change my mind... 5. Ooooo. Gimme a Bimota. Any model will do.

SPOTTED DICK

Dear Jaz

Could you please answer some of these questions.

1. Will there be a sequel to Night Trap on the Mega-CD and/or games like it?

2. Will there be any more Sherlock Holmes games and/or games like it on the Mega-CD?

4. When will Sewer Shark be officially out in the shops?

Stuart Harvey, Gt Yarmouth.

JAZ:1. Very likely. 2. Well me old china. Strike a light and blow me down if it do look like there is another Sherlock game coming out. 3. What happened to question three? 4. It should be out now.



▲ Mega-blasting action ahoy in Sewer Shark on the Mega-CD.



▲ Turn into a bog monster just for the hell of it in Haunting on the Meagdrive.

BAKEWELL TART

Dear Jazza

1. Which of the following Megadrive games is the best: Haunting, WWF Royal Rumble, Sylvester and Tweety, Road Runner or Pink Panther?

2. Will there ever be an upgrade on the 24 Meg carts?

David Banks, Sandiacre, Notts.

JAZ:1. Haunting is the best of those I've seen. 2. Possibly — but it would make the cartridge price incredibly expensive.

QUEEN'S PUDDING

Dear Jaz

How would you like to answer these questions?

1. Have you seen much of Sonic Spinball or Sonic 3? If so, are they looking good?

2. I think Streets of Rage II is too easy, will Streets of Rage III be harder?

3. What do you think of the six button joypad?

4. Are UK games the same as Australian games?

5. This is the eternal question: Which is better on the Megadrive, Mortal Kombat or Street Fighter II: Special Champion Edition?

Thanks for looking at these questions and keep up the narley-work at MEAN MACHINES.

Travis Wells, Penrith, Australia.

JAZ:1. Spinball is quite a laugh and gets reviewed elsewhere in this issue. Sonic 3 is still a jealously-guarded secret. But rest assured we'll be getting the exclusive in December. 2. I ruddy well hope so. 3. Fab. 4. Yes. 5. SFII.

CHELSEA BUNS

Dear Jaz

I own a Sega Game Gear with a Master System converter and I would be very grateful if you could answer my questions.

1. I have heard that Mortal Kombat for the Game Gear is probably the best version because it only has two buttons. Is this true?

2. Is a converter needed to play American or Jap Game Gear games?

3. What is the best game for the Master System?

4. Will there be any good Game gear fighting games coming out in the near future?

5. Will there be a Global Gladiators 2 for the Game Gear?

Thanks a lot,

Scott Adams, Kettering.

JAZ:1. It's a good version, yes, but what the hell has two buttons got to do with it? 2. No. 3. I've already answered that elsewhere within this fine, high-quality, 75

gsm, no chemicals added, biodegradable within 12 weeks, fully-recyclable, hot metal printed page. 4. The future looks a bit bleak in that department at the moment. 5. Doesn't look likely for now.

JAMMY DOUGHNUT

Dear Jazz

I know I am but a speck of dust upon a speck of dust upon a pinhead but would you answer these questions for my infinitely sub-human mind?

1. Are there any cheats for Final Fight CD?

2. Are there gonna be any good games for the Mega-CD apart from Silpheed and Thunderhawk?

3. Are you cool like me?

Belvis Nippledunk (aka Ben Airbury), Cambridge.

JAZ: 1. What do you want to cheat for? It's easy enough as it is. 2. Not really. 3. No. I'm cool like a Pepsi that's been in the fridge for a couple of days that you take out on a very hot summer's afternoon after you've been out for an extremely long bike ride.



The fab Silpheed on the Mega-CD!



Thunderhawk on the Mega-CD — one of the best releases yet!

ICED FINGER

Dear Jaz

Please could you answer my questions?

1. Why did you stop Lookback?

2. When is Monkey Island 1 & 2 coming out on the Mega-CD?

3. When is Royal Rumble out on the Megadrive?

4. Why did NMS say that Blanka is a girl?

5. Is it possible to subscribe to your magazine?

Nobby Stiles Who Forgot To Include his Name.

JAZ: 1. I didn't. It was a decision taken by other members of the team. They thought it was boring. I liked it — I thought it was quite nice to take a look at old games and see how they'd do these days. Particularly as some of them are now available on budget, or can be found lurking in the bottom of bargain bins. Ah well, c'est la vie. 2. Next year. 3. Around Christmas. 4. I didn't know they did. But if they did, they're wrong. 5. Not presently.

BATTENBURG CAKE

Dear Jaz

Could you please answer some questions for me.

1. Which is the best FIFA Soccer or Sensible Soccer?

2. Are there be any other good soccer carts coming out?

3. When is Jimmy White Snooker coming out on the Megadrive?

4. Is the Amiga CD32 system better than the Mega-CD?

5. Can you rent Electronic Arts games out because my local video shop doesn't have any?

Derek Gabriel, Airdrie

JAZ: 1. FIFA. 2. Who needs 'em when you've got FIFA. 3. Next year. 4. I haven't seen much CD32 software so can't really make a comparison. But the hardware specs aren't at all bad and the machine does have plenty of potential. 5. Dunno. Mine does.

RASPBERRY WHIP

Dear Jaz

Please answer these boring questions about the security chip lock system.

1. How come I've bought over 10 new UK games and played them on the Jap Megadrive?

2. Do Sega chip-lock every game or just random ones?

3. Will Sega abandon this idea?

Tom Carroll, Lancashire

JAZ: 1+2. Because not all games use the Sega security chip. 3. I doubt it very much.

DEATH BY CHOCOLATE

Dear Jaz

Please answer these questions or I may die accidentally on purpose and for absolutely no reason at all.

1. Why is the Megadrive and Mega-CD 2 the same price as the original machines — with the first Mega-CD at least you had pretty li'l flashing lights and a li'l motor powered disc tray type thing?

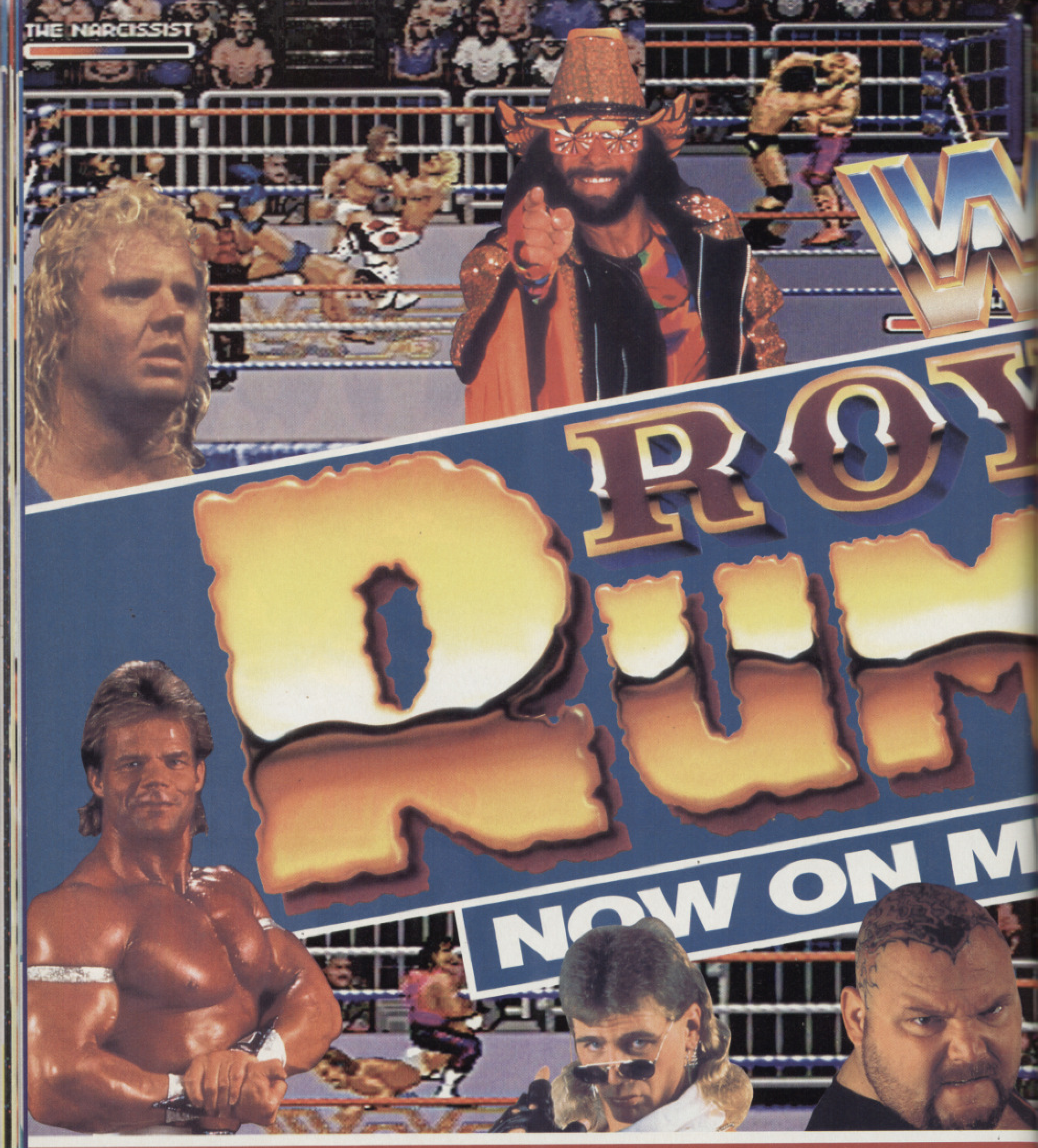
2. This girlie I fancy likes the SNES better than the Megadrive because she likes Super Tennis. Are there any good tennis games for the Megadrive so I can hopefully turn her on to the good side of the force?

3. My SNES owner friend says Streetfighter II is faster and better on his machines is this true?

4. In CVG it said that the Megadrive was not fast enough to handle SFII Hyper, what do they mean?

Mr Person, Nowhere Land

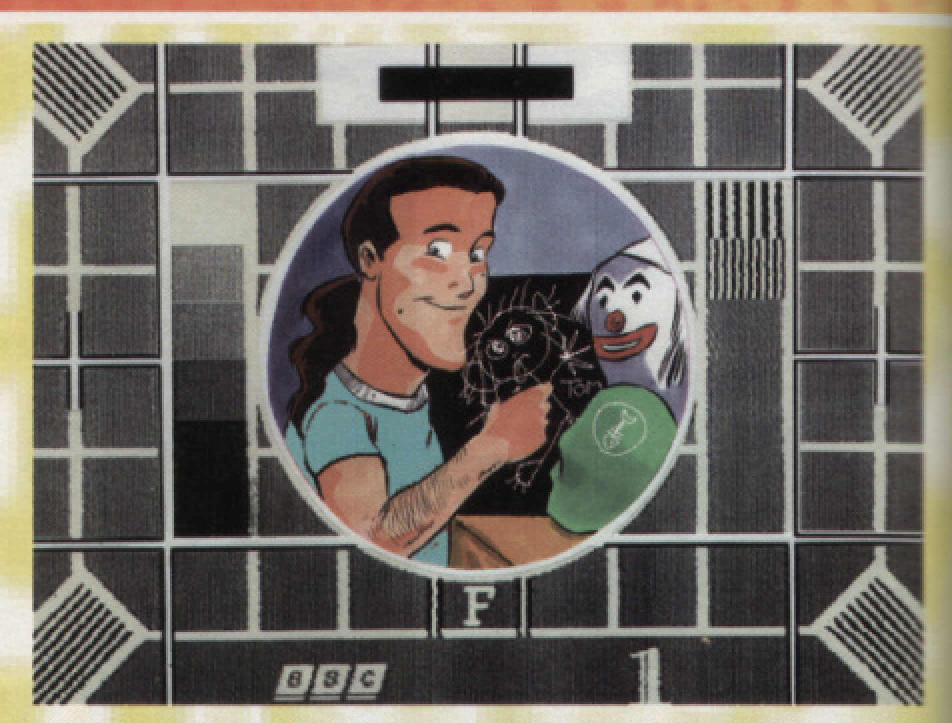
JAZ: 1. Sega blame crappy exchange rates and other sundry things on this. Bah. 2. Davis Cup Tennis could well save her. 3. Bollocks. 4. They don't mean anything. They're stupid.


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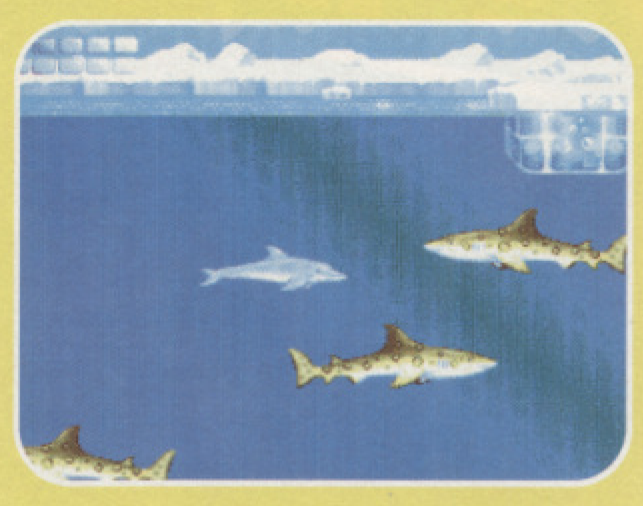
PAULS TIPS

I'm happy to announce the winner of the first three EA games. They're going to Ed Lomas from Rochester, Kent. Ed's always writing in with tips for pretty much every game on the Megadrive and Mega-CD. Moreover his tips are always wildly different from the usual 'stuff' received and his reward is long overdue! So the stage is set for another winner. Don't forget EA have FIFA International Soccer set for release which is superb. This and others could well be yours! Keep those tips and cheats coming to this address: PURPLE-HEADED MOUNTAINOUS, TIPS SECTION, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.



ECCO THE DOLPHIN

This reads like a load of old pants to me but I'll print it anyway. Ashley Gezzadoga reckons there's a way of controlling the blue whale in level ten of Ecco. Apparently this is achieved by pressing UP, A, DOWN, LEFT, B, LEFT, C, C, and DOWN after positioning Ecco next to the enormous creature. Ashley says its takes practice....No phone calls please.







MEG-LO-MANIA

Imagine starting the first Epoch of Mega-lo-mania with 200 followers instead of 100. Okay then don't! Enter SIZCSVLOPNL as the passcode instead and praise K Sweeney of Elgin for turning your dreams into reality.





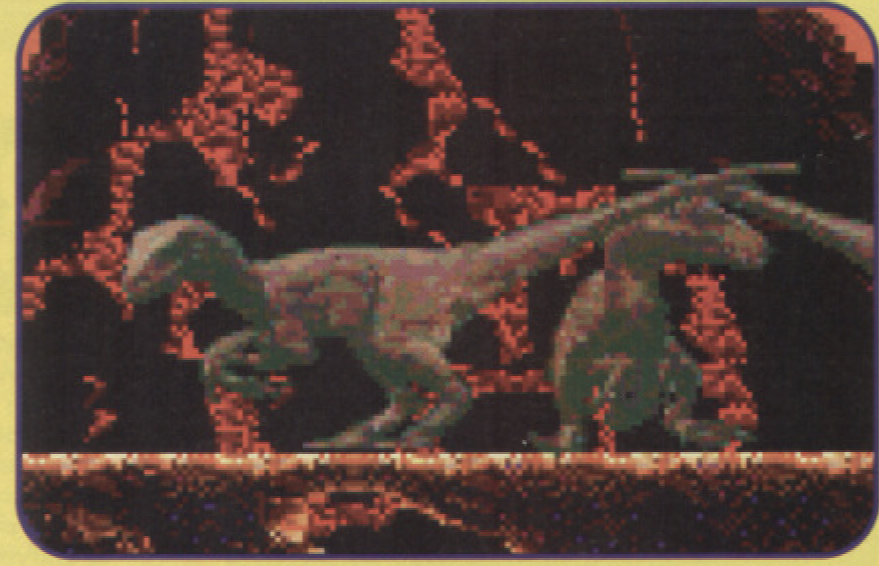


Raptor attack! A few people also supplied the codes to play as the raptor:
POWER STATION: I21G0027
PUMPING STATION: K21G0029
CANYON: M21G002B
VISITOR'S CENTRE: O21G002D

Raptor pack: Fred Bird, Colin Eddleston, Simon Hudson, Graham Kates, Stuart Lucken, Daniel O'Brien, Carl Quincey, Duncan Robinson.

Hussain Saleh has discovered a code that unlocks every level in the Jurassic Park. Furthermore the code allows players to roam the park as either Grant or the raptor in the other's allotted areas. The code is O2160016. After inserting this, select the options then leave the options straight away. Change the player to Grant and start the game. A level select is now presented. Choose Grant or the raptor to play in any level.





True to form Ed Lomas goes to great lengths describing his latest incredible discovery - every level code for Jurassic Park for play as Grant, with maximum or no ammunition. There is method to his madness but there isn't really enough room to print it here, suffice to say this is the most inspired contribution to the section this issue.

Easy with Max ammo:
JUNGLE: 0VVVVVTO
POWER STATION: 2VVVVVTQ
RIVER: 4VVVVVTS
PUMPING STATION: 6VVVVVTU
CANYON: 8VVVVVT0
VOLCANO: AVVVVVT2
VISITOR'S CENTRE: CVVVVVT4

Easy with no ammo:
JUNGLE: 00000011
POWER STATION: 20000013
RIVER: 40000015
PUMPING STATION: 60000017
CANYON: 80000019
VOLCANO: A000001B
VISITOR'S CENTRE: C000001D

Normal with max ammo:
JUNGLE 0VVVVVUP
POWER STATION: 2VVVVVUR
RIVER: 4VVVVVUT
PUMPING STATION: 6VVVVVUV
CANYON: 8VVVVVU1
VOLCANO: AVVVVVU3
VISITOR'S CENTRE: CVVVVVU5

Normal with no ammo:
JUNGLE: 00000022
POWER STATION: 20000024
RIVER: 40000026
PUMPING STATION: 60000028
CANYON: 8000002A
VOLCANO: A000002C
VISITOR'S CENTRE: C000002E

Hard with max ammo:
JUNGLE: 0VVVVVVQ
POWER STATION: 2VVVVVVS
RIVER: 4VVVVVU
PUMPING STATION: 6VVVVVV0
CANYON: 8VVVVVV2
VOLCANO: AVVVVVV4
VISITOR'S CENTRE: CVVVVVV6

Hard with no ammo:
JUNGLE: 00000033
POWER STATION: 20000035
RIVER: 40000037
PUMPING STATION: 60000039
CANYON: 8000003B
VOLCANO: A000003D
VISITOR'S CENTRE: C000003F

SILPHEED



Stage Select: There is the possibility of a stage select for this most stunning of CD games. To access it press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B then START during the opening demo. The words 'Stage Select' are now added to the title-screen's menu. Unfortunately this is not a method of skipping past levels to make completion of the game easier as only the stage that is selected is playable. Bah!

Restore Shield: This is an especially cool tip made possible by pressing RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP then START during the opening demo. Basically — once the cheat is installed — all that is necessary is to tap the A button on the second controller and the shield recovers one notch. By repeatedly hammering the button the ship becomes virtually invincible.

Extra Continues: With only one continue left to go it is nice to know that a further nine are available at the push of few buttons. During the opening demo press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A then START and the number of continues increases to ten. Whey hey!

Voice Test: Like I said last month it seems that some of our readers are hearing strange voices already. At the risk of making matters worse for everyone there's this cheat which transforms the sound test into a voice test. With the title screen displayed press and hold the A, B and C buttons on control-pad two. Now select the options screen as normal using control-pad one. The speed of the voices is variable with control-pad two also.

Mania mode: Only the most skillful blast-freaks need bother with this one because it makes the game very difficult indeed! Once again input the cheat as the opening demo runs its course. It is as follows: Press B, B, A, C, UP, LEFT, RIGHT, DOWN, C, UP, A on control-pad two. Start the game as usual and notice there is a number one at the bottom place of the score. Apart from getting immediately trashed this is the best way of knowing the cheat has worked.





These cheats are the work of the multi-talented Lesley Hall from Middleton, near Manchester.

WOLF CHILD



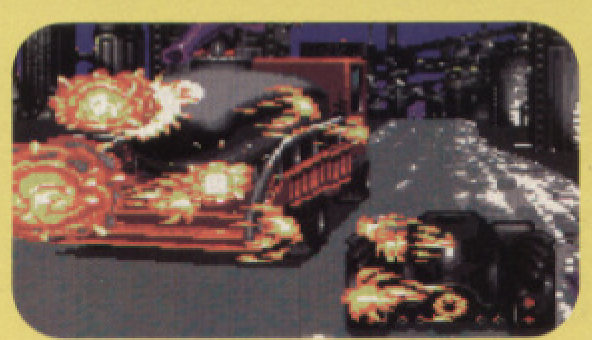
Calm down Vince Lambert, there's nothing wrong with your cheat it's just the game that's a disgrace: On the options screen press A, B, A, C, A+B. After the explosion is heard do one of the following:

Start on level two: By pressing Start.
Start on level three: By pressing B and START.
Start on level four: By pressing C and START.
Start on level five: By pressing B+C and START.
Start on level six: By pressing A and START.
Start on level seven: By pressing A+B and START.
Start on level eight: By pressing A+C and START.
Start on level nine: By pressing A+B+C and START.

BATMAN RETURNS

Both Andrew Costain from the Isle of Manand Bart ScHaek of Belgium supplied this level select for the half excellent/half average Batman Returns on Mega-CD. On the options screen change the game type to DRIVING. Now press and hold LEFT on the D-pad whilst pressing button B. Next highlight the DIFFICULTY option; press and hold LEFT on he D-pad and press button B. Repeat this routine for every option going down the list. Repeat the process going back up to the GAME TYPE option. A ringing sound is heard at which point it is OK to alter the options to suit. Now whenever the game is paused it is possible to skip the level by pressing button C.





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NAME (MR/MISS/MS)* MEAN MACH-12

ADDRESS

POSTCODE



MORTAL KOMBAT

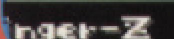
Let's face it, if I didn't print the following codes I'd be out of a job. Far too many people have sent them in to mention here but I'll do my best nonetheless.

Gore Mode: Press A,B,A,C,A,B,B at the grey intro/ storyline screen. Now all the death moves and their associated blood and guts are there for all to see.

Hidden options screen: Press DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN on the title screen. Incidentally it's easier to remember the cheat as the word DULLARD.

Mortal Tipsters: Pietro Feng, Paul Furley, Marvin Gibson, Richard Gleeson, Liam Halley, Graeme Kemp, Dean Martin, Simon Meacock, Michael Powloff, Jain Ronald, Danial Milward, Winston Oakley, Ciaran O'Donnell, Jamie Ricardo, S Williams.



GOLDEN AXE III

A bit of a mediaeval duffer this, in more ways than one. Still there's this level select, enabling players to see the ending slightly sooner than by witnessing the entire misadventure first. At the first character-select screen highlight the desired character and press A four times, START once and C six times. Press the buttons quickly though otherwise the cheat won't work. Thanks to Simon 'ee's all' White of Workington for that.







Wesley Regis' dreadful story about his chance discovery of this cheat is very poor. Tsk — shame on you Regis! Still the cheat is good and it goes a lot like this: Select the last sound effect and tune from the options screen. Starting the game as normal reveals that only the bosses are fought therefore by-passing all parts in between!

MORTAL KOMBAT

Honestly, each time a hit title such as Mortal Kombat appears it's like 'Day of the Triffids' or 'Invasion of the Body Snatchers'. Somehow everybody mysteriously discovers a secret, special cheat — completely by accident and with the words 'cor, imagine my surprise' issuing from their cake holes. Divine inspiration or no, here's how to extract the gore from Game Gear Mortal Combat: On the first title screen — the one preceding the character files — hold down buttons 1 and 2 then rotate the D-pad in a clockwise direction. The words 'Now entering kombat' appear on screen to indicate the cheat has worked.

They saw the light: Karim Bourouka, Michael Bull, Gregor Gilchrist, Nicholas Ives, Martyn Oke, Matthew Oxenham, Giles Read, Matthew Simpson.







PUTT N PUTTER

Chuck Frame helps to scrape the Game Gear barrel with his sorry collection of three — count 'em — cheats for Putt 'n' Putter.

Oddsbodkins!: The code DLPKQ takes the player to hole 16 with 81 golf-balls!

Lawks!: The code SEGA resets the game!

Hell's teeth!: Pressing button 2 and START on the title screen summons a configuration screen which includes a sound test and allows the player to select nine balls! That Chuck Frame, eh.



MASTER SYSTEM TIP

PSYCHO FOX

Ahoy there Master System owners! Sorry but there's only this one tip this month and its for an old, albeit very good title, named Psycho Fox. Apparently it stops the foxy one from dying when being hit. Hmm. The moment Psycho is hit pause the game and select the straw doll. 'If you're lucky' writes Tim Chmielewski 'it might work'.

THANKS BUT.....

For Edward Hunt's Jungle Strike and Flashback codes; the great Peter Neeson too late Jungle Strike codes; David Longman's Flashback codes "Your mag is ace. Keep it up" Ooe-er!; Paul Leather for his strange-picture on envelope and Andrew Farrant for his best wishes (but old tips).

MARK TORCHIA

You stink of poo and smoking dog-ends will give you lung cancer. Sorry Mark, but Chris Wells asked me to tell you this — what choice have I when he pays my wages?

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Nintendo
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Packshot
Street Fighter II Turbo
Super Nintendo
Capcom
PAL VERSION
Console with game around £140.
Game around £60.





Welcome to the awesome creation that is Jurassic Park. By using DNA found inside fossilised mosquitoes, scientists have cloned several species of dinosaurs. By putting them in a theme park, they aim to provide the ultimate holiday.

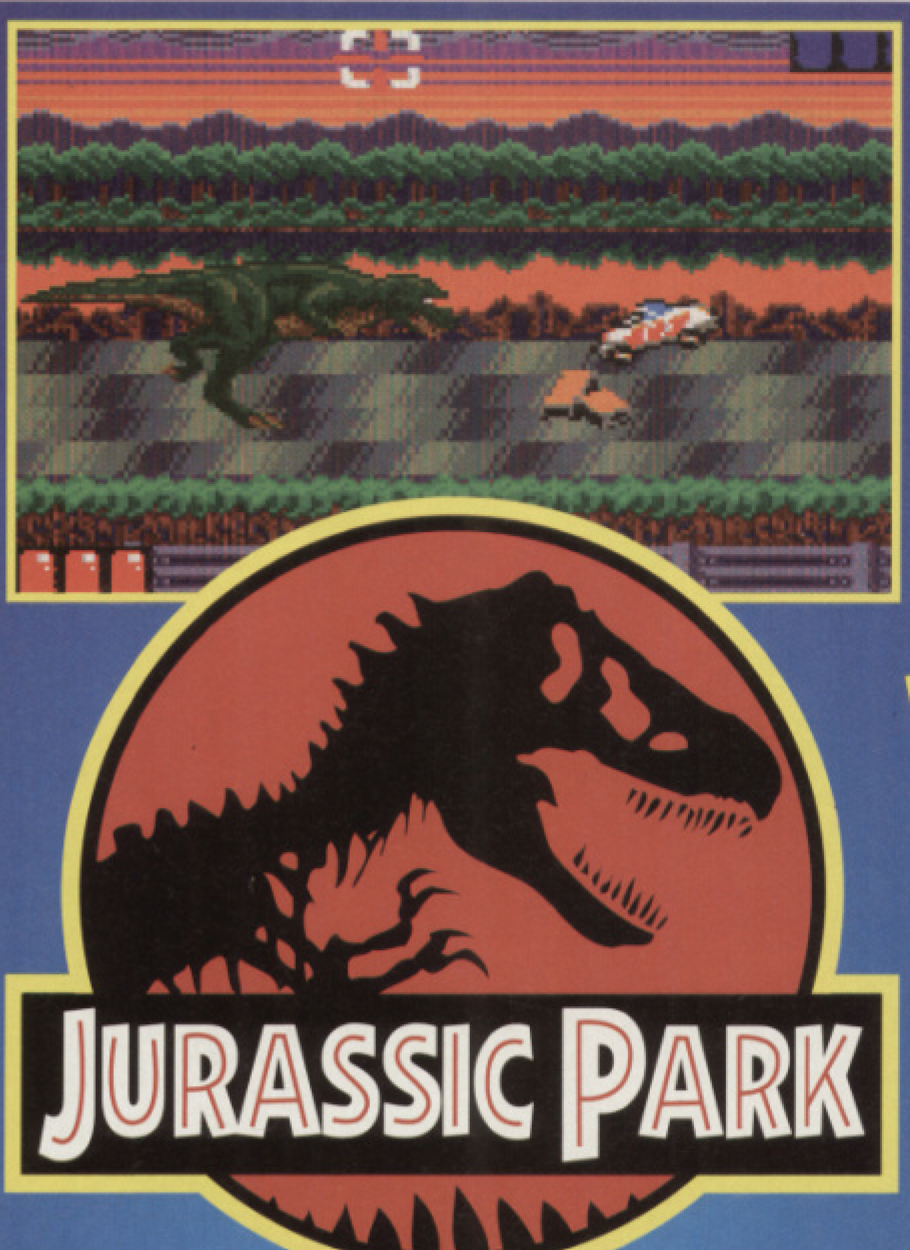
But something has gone horribly wrong. Doctor Alan Grant and several others have visited Jurassic Park before its official opening and the pens have somehow been opened and the animals are running wild. Are you going to be dino-dinner or can you guide Grant and the others to safety?

COMMENT



RICH

This is a very average release indeed. The sub-games lack depth, the graphics lack Jurassic character and the sound is exceptionally sad indeed. Even if you're a diehard fan of the movie, you're in for a disappointment.



JURASSIC PARK

LET'S GO TO THE ACTION STAGE

The action stage is an extremely simple platform game that casts you as Grant (although his hair is yellow/orange here!) blasting dinos in pursuit of the exit. Three different tranquiliser guns are on offer as a means to blast those pesky dinos. Look out for medical kits to bind those wounds and retrieve energy!



Wow! A pixilated blob — just like the movie!



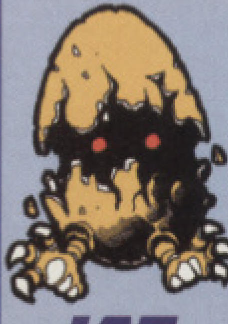
We are now landing on Jurassic Park. Please coat yourself with salt to make life easier for the dinos.

OPERATION DINOSAUR

In this section of the game, you play Alan Grant inside one of the Jurassic Park jeeps, blasting dinos that attack the car. It looks and plays like a very basic version of Operation Wolf. At the end of each level lurks en enormous boss — look out for the massive T-Rex and terrifying Pterodactyls! Aieee!

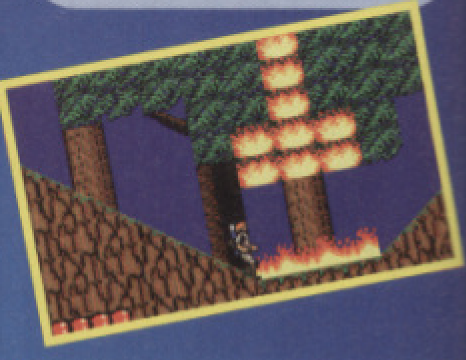


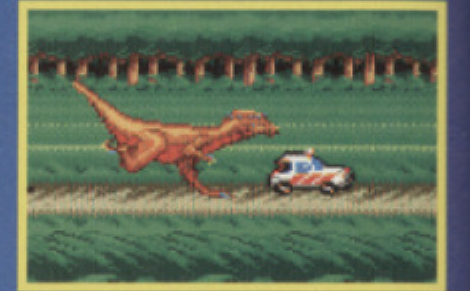
COMMENT



JAZ

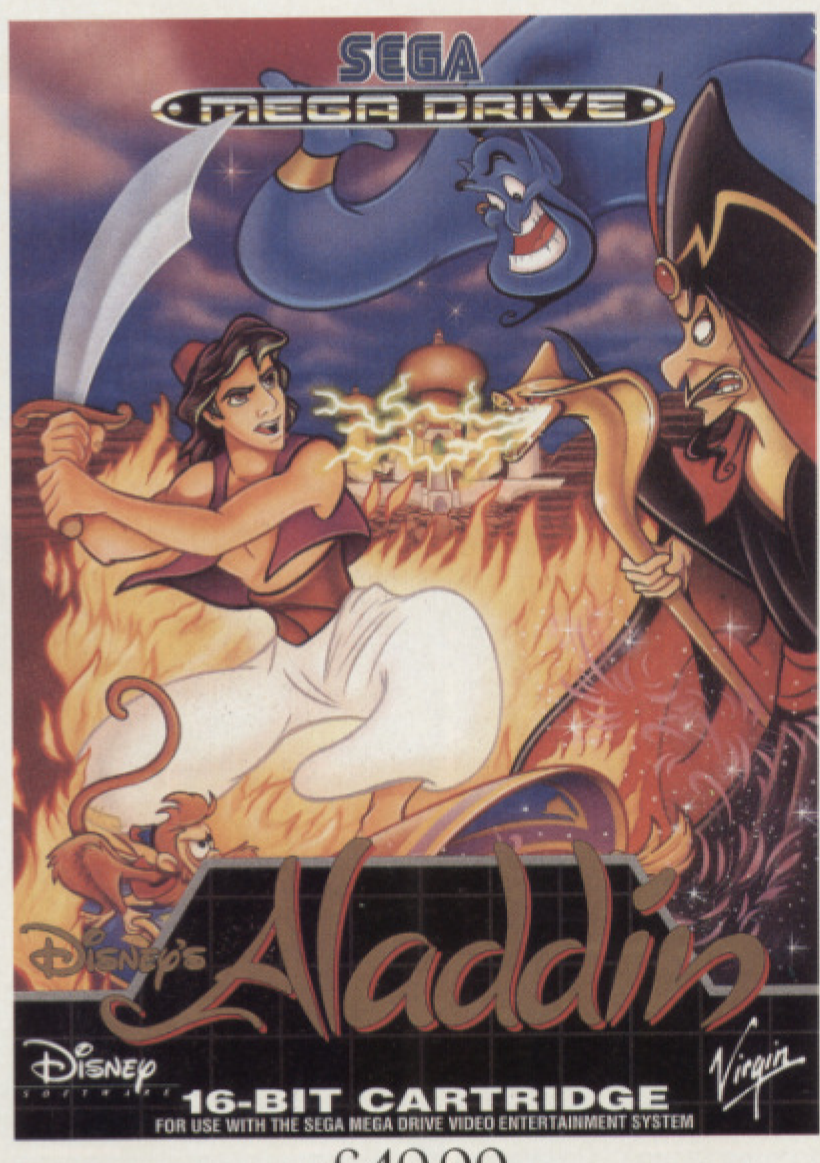
This is pretty cack. Apart from some decent boss sprites, it looks utterly rubbish and the gameplay is tedious to the extreme. A waste of a superb licence.





PRESENTATION	39	Jurassic logos abound, but there are no options. Very sad indeed.
GRAPHICS	50	Some smart dino bosses and suchlike, but on the whole disappointing.
SOUND	47	Awful sampled roars and instantly forgettable music.
PLAYABILITY	30	Very basic, but easy to get into. Some very annoying sections.
LASTABILITY	40	To quote Paul Daniels: "Not a lot!". Not many levels at all and a lack of variety.
OVERALL	35	A licence of great potential ruined by a lacklustre, poorly programmed game.

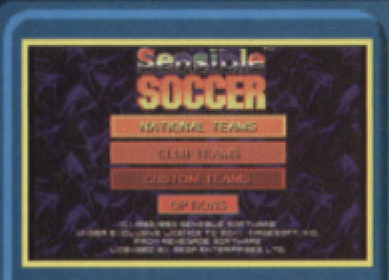
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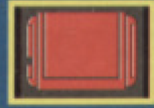
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PRICE	£44.99
BY	SONY IMAGESOFT
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 3
RESPONSIVENESS:VERY GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

WIN WORLD CUP (BEGINNER)

ORIGIN

A direct copy of Sensible's award winning Amiga soccer simulation.

HOW TO CONTROL

Unlike Super Kick Off, the ball actually "sticks" to your foot as in soccer sims of old. The emphasis of the control mode has gone on the feel of the kicks.

- **A** Tackle/change player/shoot
- **B** Pass
- **C** Pass
- **S** Starts and pauses the game

HOW TO PLAY

Guide the ball into the net with the help of your eleven players. Defend against the opposite team.

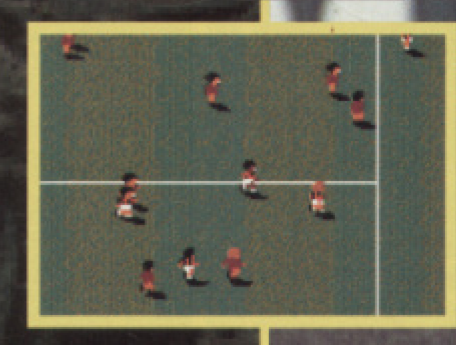
The Smegtons had always been the poor relations of the Smarts. The Smegtons bought a lime green sofa with matching orange velour carpet for their sitting room; The Smarts had Chesterfields and sanded floors. The Smegtons drove a deep brown Vauxhall Viva; the Smarts had a Mondeo. And little Johnny Smegton had an Amiga — whereas his cousin had a Megadrive!

But young master Smart had cause to harrumph one day, when Johnny showed him Sensible Soccer, a rather clever football game from 1991, that had no peer on the Megadrive at that time. How would the Smarts keep up with the Smegtons? Simple, Sensible have converted their own game to the Sega 16-bit, so now there's a way to enjoy football and gracious living — at the same time!

SENSIBLE SOCCER

THE SENSIBLE PART

The rules of Sensible are the rules of soccer. 11 a-side teams and an option to include foul infringements. There is no off-side rule. Throw-ins, goal kicks and corners are all taken with the minimum of fuss. The direction of these set pieces may be changed by moving the joypad.

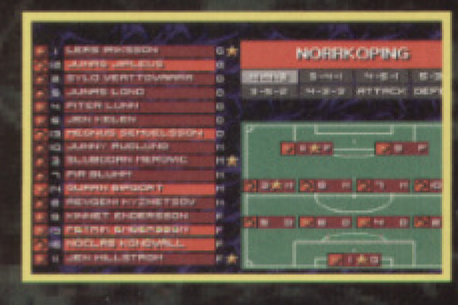


THE SILLY PART

Sensible have created a clutch of the strangest teams you'll ever encounter. Sources of inspiration for these custom teams comes from strange garments (Clothes City); Education (Bad Spellings); and food (In The Chippy). The team players all fit into the spirit, so if you play the Old Dear's Menu, you may find your star players being 'Nice buttered Roll' and 'Nice Glass of Milk'. The Edit menu allows you to create rib-tickling squads of your own.







'THE FEEL'

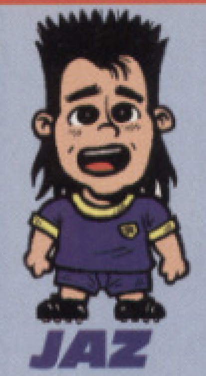


Sensible Soccer is designed to make passing quite easy, especially on the beginner level. Players pass quite proficiently, and the computer players respond to a nearby ball. There is also no loss of speed when a player is in possession, making dribbling an integral part of the game (the ball 'sticks' to the players' feet). However, tackling is also easily achieved and often successful.

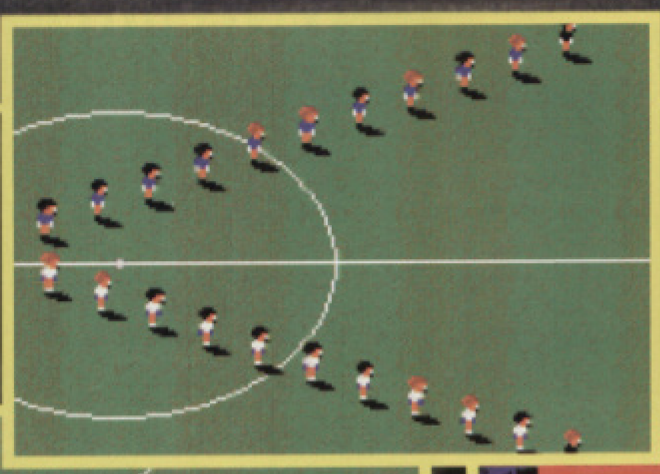
▲ *Ckeck out formations and tactics here. Intriguing...*



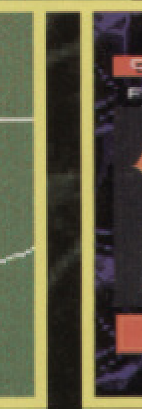
COMMENT



Highly playable it may be, but the problem with Sensible Soccer is that it's taken far too long to arrive on the Megadrive. What sold for £25.00 on the Amiga two and a half years ago looks decidedly dodgy with a £45.00 price tag, especially when for a few quid more you can buy the all-conquering FIFA Soccer. Sensi looks sick by comparison — its farty little sprites and hopeless sound are absolutely no match for FIFA's stunning, ultra-realistic audio and visuals. Fortunately Sensi delivers in the gameplay department, and its ultra-fast arcade-style football action is still incredibly enjoyable and highly addictive. But fab though it may be, FIFA offers that and far, far more — and that's what I'll be spending my wad on.



▲ *The players line up just like this before kick off. Strange that, isn't it?*



CUNNING PLANS

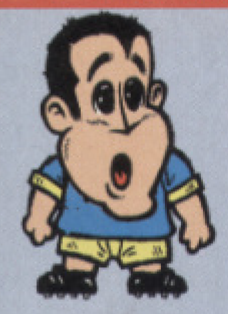


Before the game starts you view both your own, and the opposition squad, with their playing positions. This screen shows who is playing, what their best position is and star players are marked as such. Game strategy is also shown, with a variety of numbered formations, and more general tactics like Attack.

▲ *"Games action ahoy in this action packed screen shot," it says here.*

Should you wish to substitute during a game, press the joypad sideways twice when the ball is out of play. This brings the dugout on screen. Click on the manager to change tactics, or any of the players to bring someone on.

COMMENT



GUS

So here it is. Sensible has been a while coming, and arrives just as FIFA Soccer brings new standards of presentation to the game. No one could deny that this looks a sorry effort. Despite the excellent surround to the game, with it's sharp menus and well thought out competition structure, Sensible looks like a dog in-game. That's not to say it plays that way. It's just as great as the Amiga version was, and still offers a mean game of soccer. Its best attributes are speed, and the good feel created by lenient passing and unfussy tackling. Those looking to make a choice should look at Sensi and FIFA as two different types of game. FIFA is trying to capture the atmosphere of televised soccer, whereas Sensible Soccer is an unashamedly playable video game, that sacrifices atmosphere for action. This is probably more the game for purists, who wont be put

OUT OF TOUCH

Sensible has aftertouch, a play feature giving more subtlety of control and added realism. Hold onto the button as you kick and it responds to the joypad after it is played. This is useful for bending the ball into the net. Holding the button also increases shot power.



▲ *And it's all over... or is it? Who knows or dares to dream?*

DIVIDE AND CONQUER

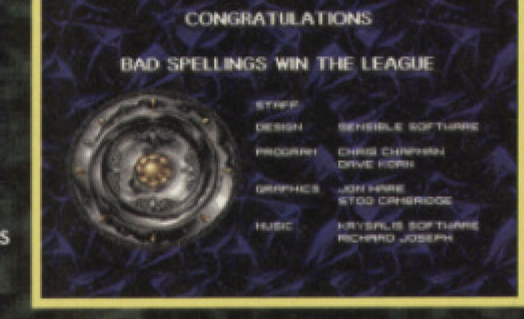
There are three different divisions in Sensible Soccer, each with progressively more talented and demanding teams. The game set-up varies within each, depending on what kind of competition you desire.

20,000 LEAGUES



There are three pre-arranged leagues: League of Nations, European Super League and Booby League. These select teams from the National, club and custom respectively. By highlighting teams in blue, you can play as any number of the teams within the league. You choose to play each other team either once or twice, and select two or three points for a win. You also select the month the league commences, which affects the weather and pitch conditions.

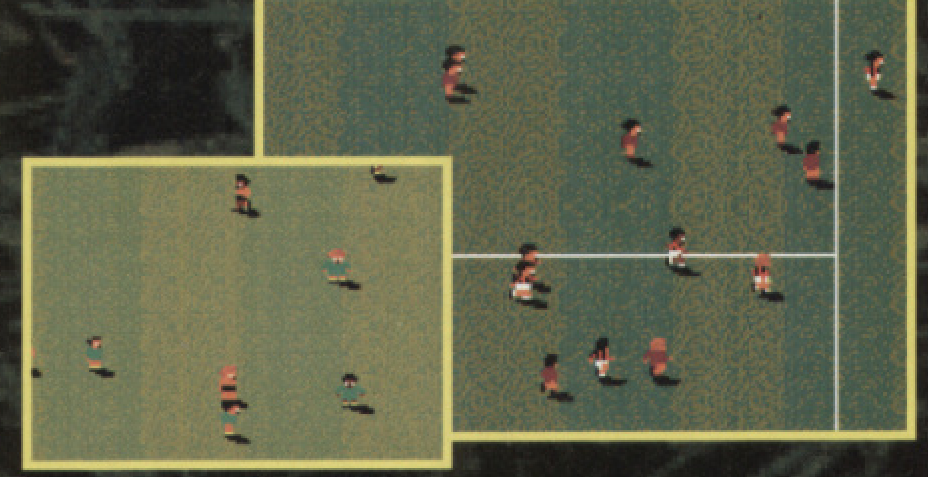
CUP HANDS



Cups are played as in two parts, as home and away legs. There are two cups for each division. The first is an open competition, where every team in the division has a throw at it (UEFA Cup, Egg Cup, Maastricht Cup). The second is a select competition (Cup Winner's Cup, World Cup Qualifiers). There are six different World Cup qualifiers' groups.

DASH ED

You have complete control to set up and save a cup competition of your own, within any division. Just choose the unlabelled cup or league option.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 83

▲ The wealth of cups, teams and options enhances the lasting appeal of this game.
▼ The game lacks quite a bit of the football match atmosphere.

GRAPHICS 43

▲ The graphics are crisp, and the scrolling is very smooth.
▼ The game looks too simplistic — figures and tiny and hardly animated. Some of the pitch colours are horrible.

SOUND 65

▲ The whistles, ball noises and music are pretty good.
▼ The crowd sounds so artificial that's its barely worth adding for effect.

PLAYABILITY 85

▲ Super speedy and unfussy gameplay. Very easy to get a feel of the control method. Nice passing play.
▼ In the game, some spots provide easy scoring grounds.

LASTABILITY 86

▲ As you have total freedom to create your own football kingdom, you'll be at it for months.
Sensible is not an easy game to master.

OVERALL 85

Doesn't have the four player mode or the glamour of FIFA, but Sensible Soccer is recommended to those with a real interest in the game.


16 MEG
MEGA DRIVE
JAMES POND 3
James Pond is back in the stunning sequel to Robocod.
Operation Starfi5h is his biggest adventure yet, with over 100 levels of lunar laffs – if you're player enough to find them all!
When it's discovered the moon really is made of cheese the dastardly Dr. Maybe moves in.
His cunning plan – mine the delicious dairy products and undermine the economy of planet Earth.
So it's destination moon for the intrepid Pond, aided by trainee
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WITH OVER 100 LOONY LEVELS, YOU'LL BE OVER THE MOON WITH JAMES POND 3.

FI5H agent Finnius Frog and tooled up to the dorsals with a crater-full of groovy gadgetry. There's an army of cheesed-off aliens and hordes of Maybe's minions to face before the lunar landscape can be saved and the dreaded doctor dealt with.

James Pond 3: Operation Starfi5h – it's the cream of the crop.

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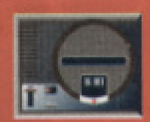


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ROBOCOP VERSUS THE TERMINATOR



1 PLAYERS

PRICE	TBA
BY	VIRGIN
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

60,000+

ORIGIN

The two movie cyborgs were first brought together in a comic book series written by Frank Miller for Dark Horse Comics.

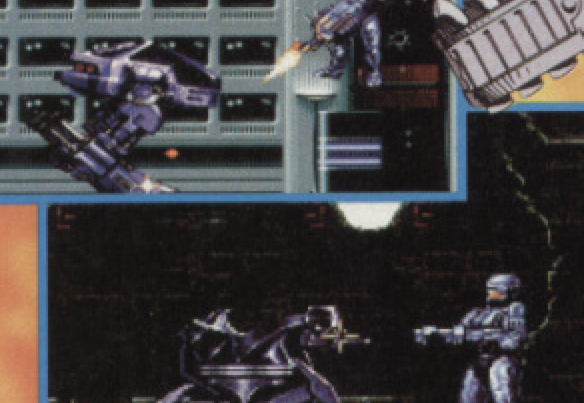
HOW TO CONTROL

Use the D-button to make Robocop walk and climb. The A, B and C buttons handle jumping and shooting.

- **A** Change weapons
- **B** FIRE!!
- **C** Jump
- **S** Starts and pauses the game

HOW TO PLAY

Guide Robocop around the platform levels, carrying out the prime directive he's given at the start of each, blasting away at any hostile forces he runs across on the way.

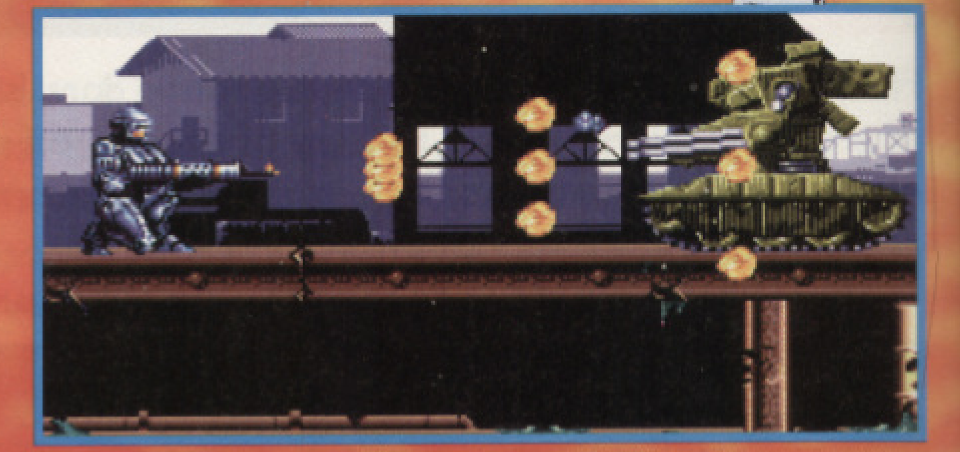


▲ ED-209 is destroyed with his own gun!

▲ Scoping out the cyborg spider from Hell!



▼ Robo brings out the big guns for maximum destruction!



Comic author, Frank Miller, certainly knew what he was doing when he brought together two of the toughest movie heroes ever known in his Robocop vs Terminator series of stories. Just imagine what would happen if the unstoppable cop had to take on the merciless killing machine from the future! Cyborg versus cyborg... what a battle that would be!

Well, dream no more, because in this very game, you can 'live that dream', taking control of Robocop on his single-cyborg quest to drive back a squad of cyborg Terminators who have just been sent back in time to steal the Robocop technology and kill any humans that get in their way. As they retreat, Robocop has to follow them into the future to carry on the fight that will destroy the evil SkyNet computer system and free the world from Terminator subjugation forever! Hurrah!



COP

ATOR

COMMENT

LUCY

I haven't been overly impressed with any of the Terminator or Robocop Megadrive releases thrust upon an unsuspecting public so far so it was with considerable trepidation that I approached this new offering from Virgin. What a pleasant surprise! The graphics immediately hit you between the eyes with their excellence — huge, detailed and imaginative sprites, atmospheric backdrops and tonnes of animation, there are masses of really neat weapons which you really have to hang onto if you value your life and non-stop, adrenalin-pumping action all the way. Virgin has extracted the best bits from both characters and both sets of films and added some magic of its own. This game is an absolute corker and being an avid shoot 'em up fan myself I can thoroughly recommend this mega blast to one and all.

MEGA GAME

ED-209 faces the power of the Auto-9 machine pistol.

TERM REPORT

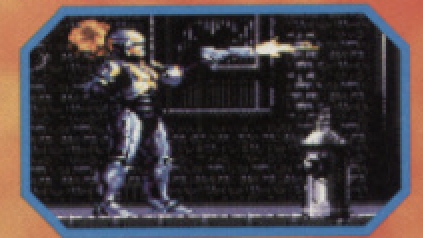
HO…
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

OOH! GUNS! GUNS! GUNS!

You couldn't have a game starring Robocop and the Terminator without putting in lots of big guns to play with, could you? The programmers certainly haven't disappointed on this score. Weapon upgrades are to be found all over the place, either lying around in those hard-to-reach places or dropping out of a smashed dustbin or SkyNet. Robocop can carry two weapons at a time and switch between them at the touch of a button, but if he should lose a life he also loses the weapon he was using at the time. So if it looks like he's about to bite the bullet, quickly switch to the weapon you don't mind getting rid of and it saves a lot of trouble. You can be sure of it!



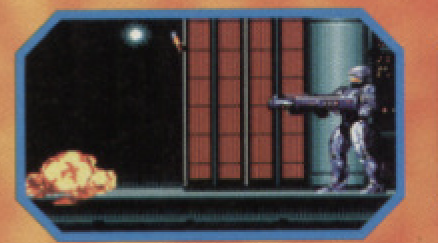
BERETTA AUTO-9

Robo's standard armament chops human foes into small chunks but hardly dents the bosses in the game. Make sure you have another weapon handy.



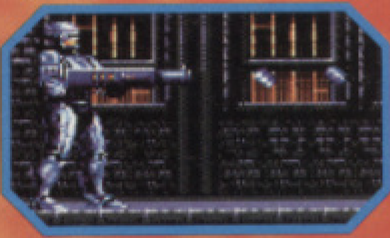
PHASED PLASMA RIFLE (WITH 40 WATT RANGE)

The most powerful weapon in the game — one shot disintegrates a standard Terminator! Once you've got one of these, don't lose it!



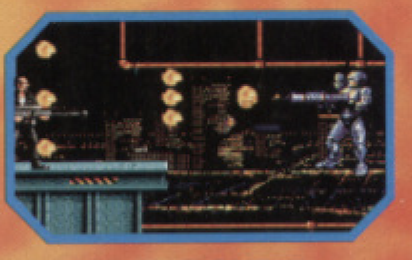
HOMING ROCKETS

The shots from this rocket launcher spiral in mid-air until they lock on to a target and destroy it. Not very accurate but still useful.



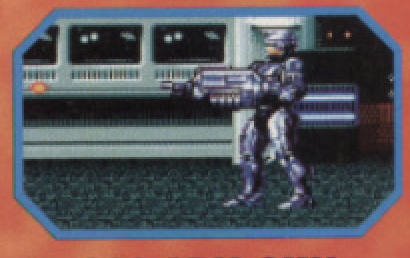
GRENADE LAUNCHER

Releases slow-moving grenades which can then be guided by the D-button. An odd system, but it produces satisfactory results.



FLAME THROWER

Shoots small bursts of flame in three directions at once. Incinerates humans and causes serious damage to Terminators.



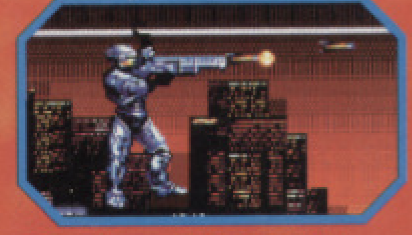
ED-209 ARM GUN

A mighty powerful rapid-fire machine gun. It's just a shame that it's only available at two points in the game.



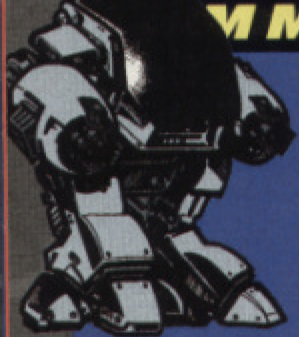
LASER RIFLE

Generates the sort of powerful laser energy beams that Terminators hate. As used by the human rebel forces.



ROCKET SHOTGUN

Launches miniature rocket-powered warheads in a narrow forward spread. Effective on any target.



COMMENT

PAUL

When I first saw Robo vs Terminator I thought it was going to be another of Virgin's nice-graphics-not-much-gameplay titles. In fact, after playing the first few levels I reset the machine so I could check for David Perry's name on the opening credits. But, cynical fool that I am, I only had to play a few more levels to discover the truth. Simplistic the gameplay may be, but this is one of the best Megadrive blasts I've played in months! Loads of guns, explosions, and cyborg-death mayhem. There are a number of impressive features that stand out; little things like the ornaments from the OCP offices in the Robocop movie making it into the OCP offices in the game, and the burning TVs from Terminator appearing in the Terminator outpost. Even better are bits like the confrontation with Robocop 2 and ED-209 (all complete with the correct sound effects, sampled from the films) and being able to shoot off ED-209's gun to use yourself is a very neat touch. Graphically this game is excellent throughout, with excellent animation, amazing sprites (all the robots are brilliantly done) and even the backgrounds are very detailed. The gameplay starts off very easy, then the difficulty setting rapidly escalates, so if you're a shoot 'em up novice BEWARE! Also, this is one of those games in which, if you lose your weapons you're in deep dung. Robo's Auto-9 is okay to start with but you don't stand a chance on some of the later levels if you haven't got one of the more powerful weapons in your pocket. All in all, though, this is an ace game, which should provide fans of Robocop and The Terminator with major thrills!

LEVEL BY LEVEL

There are ten levels to Robocop vs Terminator, plus one secret hidden one, each with its own prime directive which must be obeyed if you want to see the next part of the game. Come with us as we lead you... into the future!



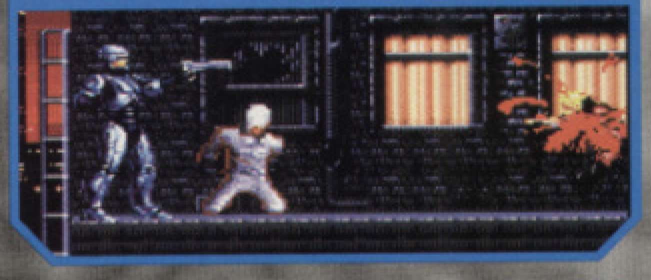
LEVEL 1: TRAINING



PRIME DIRECTIVE: AVOID THE BULLETS.

Here we find Robocop on the beat, patrolling the streets of Old Detroit where nasty men hang out. Robo has to fight off blokes with machine guns and keep an eye out for unappreciative civilians shooting at him from windows and throwing Molotov cocktails and sticks of dynamite at him. Pah! Easy stuff.

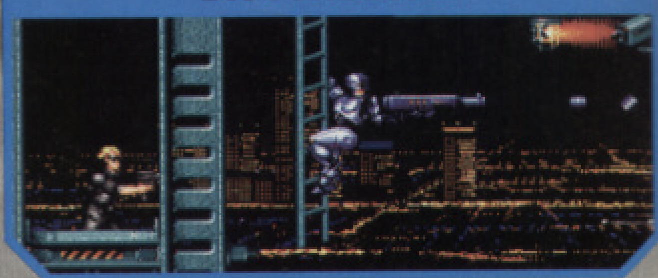
LEVEL 2: THE STREETS OF OLD DETROIT



PRIME DIRECTIVE: RESCUE THE HOSTAGES.

This level is pretty much like the first, only this time Robo clambers around buildings looking for civilian hostages who have been kidnapped by the local crime bosses. His built-in Hostage Finder displays large arrows on the screen, indicating which direction to take next, so, even with all those gun-toting hoods around this doesn't present much of a problem. Until you get to the Terminator boss, of course.

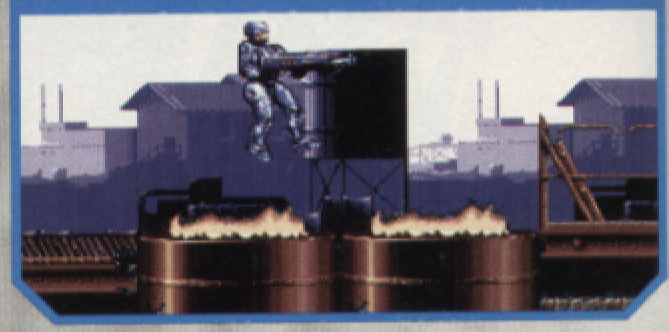
LEVEL 3: DELTA CITY UNDER CONSTRUCTION



PRIME DIRECTIVE: TAKE OUT THE SECURITY CAMERAS

What? Haven't they finished building this place yet? No, and the reason why is that the building sites are infested with criminals! It's up to Robo to climb the scaffolding and walk the girders, dealing death to the evil-doers, while watching out for armour-scorching jets of flame. And guess who's waiting at the end! It's his old mate Robocop 2! Now things are starting to get tougher.

LEVEL 4: THE TOXIC FARM



PRIME DIRECTIVE: WATCH OUT FOR TOXIC WASTE

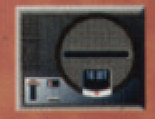
It's definitely a good idea to stay out of the vats of super-acidic toxic waste around here, but a greater threat is posed by the legions of yet more heavily-armed criminals. Somehow they've also rigged up robot sentries on girders which spew out bullets as soon as you get near them. Also, they've managed to lay.their hands on an Urban Pacification Mini-Tank which guards the end of the level.

LEVEL 5: OCP OFFICE COMPLEX



PRIME DIRECTIVE: RESCUE THE OCP EMPLOYEES AND TRASH THE OFFICE

The Terminators have arrived en masse in the offices of OCP and after capturing the OCP executives, they've set up loads of robot defences and disguised themselves as security guards. Robo has to find all the hostages and release them while dodging the fire of the gun turrets mounted in the carpeting before taking on — CRIPES! — ED-209!



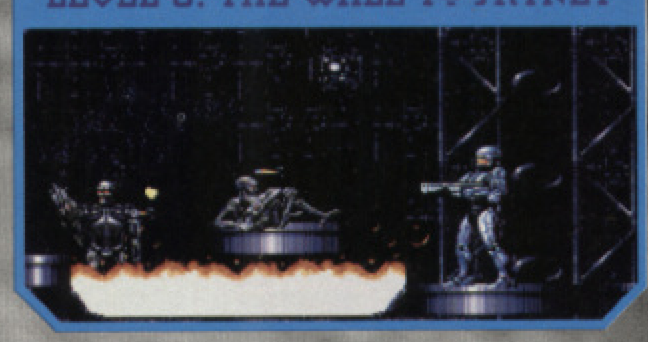
LEVEL 6: TERMINATOR OUTPOST



PRIME DIRECTIVE: FREE THE REBEL COMMANDERS

Robocop has reactivated his consciousness in the future, with the war between the humans and SkyNet raging around him. His first job in his new surroundings is to hunt through the human's underground home for captured rebels. The base has been occupied by several squads of Terminators, but danger also comes from the loose rocks in the ceilings. Make sure you find the laser rifle before taking on the big boss Terminator.

LEVEL 9: THE WALL TO SKYNET



PRIME DIRECTIVE: TAKE OUT RADAR DISHES

Robocop has to destroy SkyNet's surveillance systems before he can take out the main computer itself, and that means getting past herds of Terminators (standards and reds), giant laser cannons and even wall-crawling Terminator spiders(!) to destroy all the radar dishes in the complex. Watch out for hidden passages in this section, and watch out also for the Terminator with the huge machine gun which guards the exit.

LEVEL 7: ENTERING SKYNET



PRIME DIRECTIVE: JUST STAY ALIVE

It isn't easy to comply with the Prime Directive on this level. It's an onslaught against battalions of Terminators, backed up by ceiling- and floor-mounted laser turrets. It's also Robocop's first opportunity to take on the Red Terminators, which are extremely tough to destroy — even with a plasma rifle!

LEVEL 8: UNDERGROUND BUNKER



PRIME DIRECTIVE: DEFEAT THE SKYNET BOSS

Loads of Terminators! Squadrons of flying robots! Help! Mother! All we're going to say about the end of this game is make sure you've got two extremely good weapons on you when you confront the final boss — and be sure not to lose them!

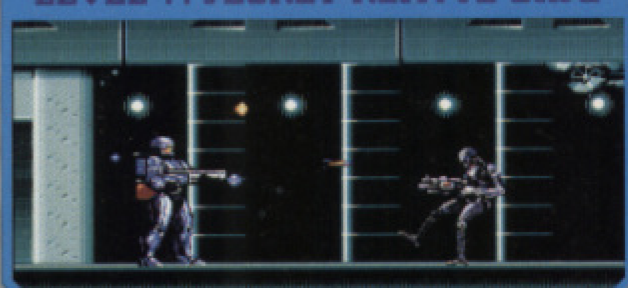
LEVEL 8: UNDERGROUND BUNKER



PRIME DIRECTIVE: ANNIHILATE THE RED TERMINATORS

This vast maze of underground passages is crawling with all sorts of Terminators, but the red command Terminators are everywhere. Flaming pits, loose boulders in the roof, gun turrets — it's a nightmare! And to make things worse, at the end of the level Robocop has to take on a miniature Hunter Killer which patrols a trench of fire!

LEVEL ?: SECRET REMOTE BASE



PRIME DIRECTIVE: FIND EXTRA LIVES

Where is the Secret Remote Base? Not telling. But as with a lot of the secret rooms and hidden objects in this game, finding it is a matter of keeping an eye out for apparently solid objects which you can walk through (or perhaps you're meant to be walking behind them).

PRESENTATION 89

▲Very nice title screen sequence with the letters of the titles thudding onto the screen. Good range of options too.

GRAPHICS 92

▲Ace sprites, animation and backgrounds.

SOUND 93

▲Lots of smart samples such as Robocop's gun, ED-209's growl. The music is pretty good too, and the tunes on the later levels are excellent.

PLAYABILITY 90

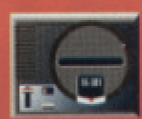
▲Starts off very simple but quickly gets very tough.
▼Lose your weapons on the later levels and you're completely knackered.

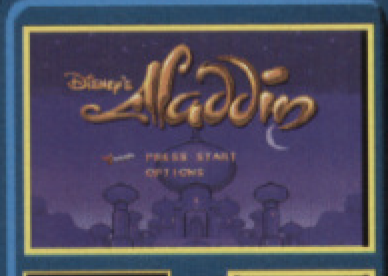
LASTABILITY 91

▲Really challenging stuff which gets better the further you play. You'll be hooked from start to finish. Oh, and there are all those secret bits to find.

OVERALL 90

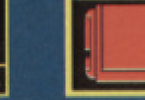
Fundamentally a simple platform shoot 'em up, but an excellent blast nonetheless!

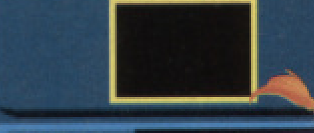






PLAYERS





PRICE	£49.99
BY	SEGA
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: VARIABLE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

48,000

ORIGIN

The old fairy-tale of Aladdin was converted by Disney into an animated film, and from there to a Megadrive platform game.

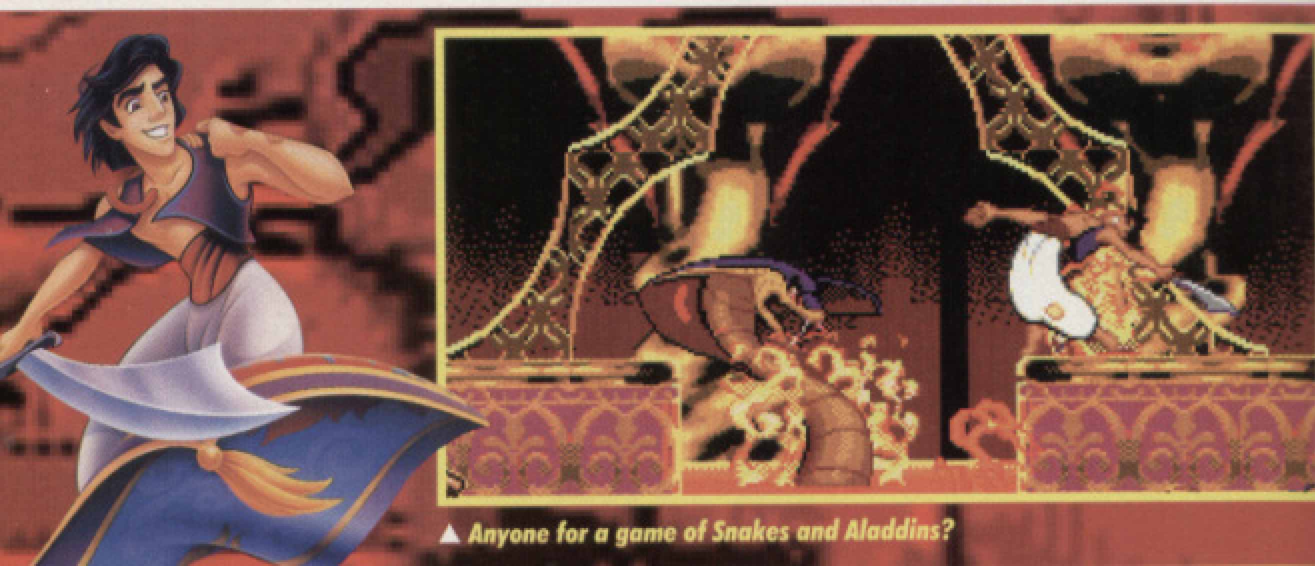
HOW TO CONTROL

The joypad moves Aladdin in standard platform fashion. Move up and down to see further areas of the screen.

- **A** THROW APPLE
- **B** USE SWORD
- **C** JUMP
- **S** PAUSE

HOW TO PLAY

Each level has an exit, leading to further adventures. Pick up the necessary objects on each level. Fight the guards.



▲ *Anyone for a game of Snakes and Aladdins?*





▲ *One more move Aladdin, and yer bird gets it!*

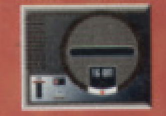
Aladdin

The scarlet skies of twilight in ancient Baghdad set the scene for the Adventures of Aladdin. At that time, a beautiful, veiled young maiden would be taken to the highest minaret of the Sultan's palace. There she would tell elaborate tales, knowing that failure to please her exalted audience would lead to death. For 1001 nights, she wove myriad stories into one seamless strand, The Arabian Nights. Aladdin is just one thread of Scherezade's rich tapestry.

Aladdin is a fearless young man — bold and often foolish. His adversary is the cruel and devious Vizier, Jafar. His goal is wealth and the hand of the fragrant Jasmine. Disney has produced its own version of his adventures, but the main elements of exotic places, magic carpets, a princess and a Genie's lamp are all here.







SCENIC ROUTE

Each of the areas of Aladdin has a distinctive and lavish decor. A variety of fantastic locations is very much part of the tradition of fairy-tale. Here is a glimpse of some scenes, and a rundown of dangers.

DESERT

Dunes and sand snakes, oases and rocky outcrops, the Desert is a flat, spike-infested wasteland. The comic element of Aladdin is present here, with Mickey Mouse ears left out to dry, and impeccable outdoor toilet



LAVA LEVELS

The cleverest levels, involving a hair-raising escape, Indiana Jones style, then a reflex-testing dash on the magic carpet, with only the aid of the Genie's finger. All with a glowing backdrop of scarlet magma.



AGRABAH

Aladdin's home town, but an unfriendly place. Boorish guards and hot coals are avoided by swinging across washing lines. Two separate levels take you across the rooftops.

CAVE OF WONDERS

Aladdin explores caverns that have lain dormant for centuries. The wonderful colour schemes and gloomy graphics make this extremely atmospheric for a platform game. Limpid pools disturbed by darting fish, dripping limestone and strange Simian statues.

COMMENT



GUS

Aladdin is a landmark game. In many ways a disturbing one. Even a short play illuminates the massive effort that has gone into making a beautifully coloured, stunningly animated depiction of the Disney film. Surely the media of games and films are getting inexorably closer? But this game that is technically excellent is elementary in terms of gameplay. The action is basic beyond belief, and totally untaxing throughout. The amount of extra lives and continues offered in so many ways makes it about as thrilling as trapeze-walking with a safety net, parachute, jet-pack and 'copter helmet. Though the game strives for graphical originality, the gameplay offers nothing new — being a transparent rehash of Cool Spot. My first impression was disappointment despite Aladdin's incredible appearance. These doubts were confirmed by seeing a rotten end sequence within one and a half days. Games like these once fared very well, even in this mag, but with the range of challenging Megadrive games as alternatives, they no longer deserve to.

BAZAAR INC.



At the start of each game, Aladdin provides you with an instruction screen laid out as a market stall (much in the style of Cool Spot). It covers every area of gameplay:

GENIE BONUS LEVEL

The Genie level pops up after each completed level. An object flashes in the Genie's mouth, the player presses the button to select it. Extra jewels, apples or lives are awarded until Jafar's face appears. You are given one chance for each Genie head collected on the previous level.

ABU BONUS LEVEL

Aladdin's pet monkey has a few bonus levels of his own. Bonus items appear at various points of the screen. Abu collects them while avoiding or breaking the many missiles dropped on him. The level continues until Abu is hit.

HEALTH

Aladdin takes quite a few hits. His health meter is shown as a wisp of smoke. Blue hearts restore a small portion of the smoke. Some spikes, lava or boulders cause instant death.

THROW APPLES

Apples are collected automatically, and offer a safer alternative to close-range sword-fighting. A maximum of 99 apples may be held at any one time. Some bosses need a hail of apples to be beaten.

SPEND JEWELS

Sparkling jewels are a valuable bazaar commodity. If Aladdin collects five or ten, he can barter them for an extra life or continue with the merchants.

RESTART

Restart points are spread across the levels, allowing Aladdin to avoid areas he has already negotiated. Once the Genie smiles, Aladdin's progress is recorded.

SAVE PRINCESS

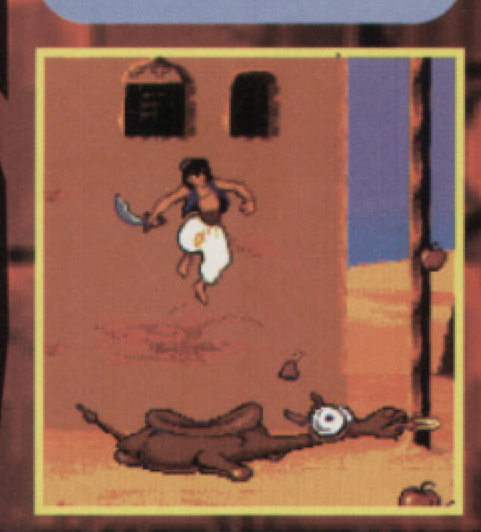
Rescuing Jasmine from Jafar is the ultimate aim, but there's a dozen sub-tasks to be completed beforehand. Finding the two halves of the Scarab, exploring the Cave of Wonders, flying the magic carpet and even travelling inside the lamp are all on the way.

COMMENT



LUCY

Gorge graphics, excellent music and stunning animation do not a great game make — Aladdin is living proof of this. Don't get me wrong, this is not a bad game by any means — it does look and sound good and the animation is tremendous and very reminiscent of the Disney film but sadly the gameplay is just standard and somewhat shallow platform fare and although nice to control, is much too much like Cool Spot to offer any real excitement or incentive to splash out more dosh if you already have the other. A game which can be completed in less than two days isn't worth £50 of anybody's money — why oh why were so many extra lives and continues included? It would have been so much better and almost worth buying if the challenge factor had been upped. As it is though, I wouldn't recommend it to anyone except Disney fans and die-hard platform nuts who don't already own Cool Spot.



LONG TERM REPORT	
HOUR	■ ■ ■ ■ ■
DAY	■ ■ ■ ■ □
WEEK	■ ■ □ □ □
MONTH	□ □ □ □ □
YEAR	□ □ □ □ □

BREAKDOWN	
STRATEGY	□ □ □ □ □
CHALLENGE	■ □ □ □ □
ACTION	■ ■ □ □ □
REFLEXES	■ □ □ □ □
ORIGINALITY	■ ■ □ □ □

PRESENTATION 85

▲Three skill levels, and some great cut-screen character portraits.
▼In many ways the game presentation is 'standard' and unimaginative.

GRAPHICS 95

▲Colours, definition and animation are of the highest order. As close to cartoon likenesses as possible.
▼Some of the areas look a bit two-dimensional, despite parallax.

SOUND 84

▲The familiar themes of the movie.
▼The arrangements are okay, but not rich and romantic.

PLAYABILITY 83

▲Easy enough to get into. Each level covers a large area, with plenty of action.
▼Aladdin is standard platform fare, very much going through the motions.

LASTABILITY 74

▲The hard level offers the best value. The game is lovely to sit and look at.
▼Aladdin is just far too easy. Most players will do it within a week.

OVERALL 82

The talent and the effort has been channelled into Aladdin's cosmetics. The game behind the painted face is nothing special.

SONIC THE HEDGEHOG SP







PRICE	£49.99
BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

15,000,000

ORIGIN

The third Sonic outing on Megadrive, Spinball uses the control and characteristics of pinball tables.

HOW TO CONTROL

THe d-pad works like an inverse tilt. Instead of rocking the table, the pad influences Sonic's movement directly.

- **A** Left Flipper
- **B** Right Flipper
- **C** Both Flippers
- **S** Pause

HOW TO PLAY

Use the flippers to deflect Sonic. Collect the emeralds to gain access to the boss room on each of the four levels.

Chapter III, or an intermezzo after Chapter II...Sonic the Hedgehog bravely challenges Robotnik in his Sky Fortress, and jumps onto a passing biplane just as the construction crashes towards earth. However, the Egg One is not finished yet, and retires to an island fortress, impregnable save for one underwater entrance.

The biplane is winged by fire from Robotnik's artillery, and Sonic finds himself at the mercy of tidal currents. Helplessly he is sucked into a conduit that leads to the fantastic innards of the evil island. Every area has been fashioned and furnished with the accoutrimenti of the pinball table. Banks of bumpers, rows of knockdowns, lights, arrows and bonus chambers. It seems the mad Professor is a secret flipper fetishist. Of course, his pinball palace is filled with deadly traps. You control the flippers — propel Sonic to safety!

GEMZ

Right, here's the set-up. The four areas of the fortress are regulated by a boss situated in his own chamber. The boss chamber is sealed, the only way of gaining admission lies in collecting all the emeralds found on that level. Emeralds are found in concealed places, attained by bumping into level features in a certain order. Once in the boss chamber, a means to destroy the hideous creature must be found.



LEVEL 1: TOXIC CAVES

A noxious collection of slime pools, crusty caves and sewers. In a homage to platform games past, present and probably future, there's a brief minecart section.

MECHANISM 1: THE VAT



STEP 1: Guide Sonic into the loop passage.





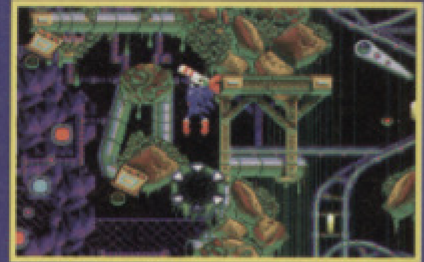
STEP 2: Hit both targets in the worm chambers.





RESULT: Slime drains from the emerald vat.

MECHANISM 2: THE CART



STEP 1:Grab the lever to open cart bridge.



STEP 2:Knock the three barrels to clean out the sewer.



STEP 3:Ride the cart.



RESULT: Get the three emeralds.

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■■□□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■□□□
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■■■□□



MECHANIZMZ

Each level has a variety of standard pinball features, but also a series of mechanisms that lead to finding emeralds.

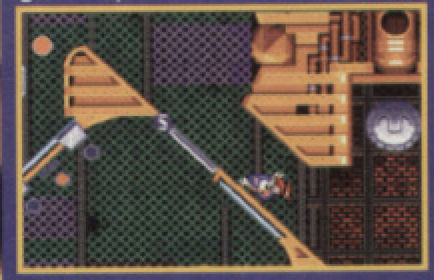
LEVEL 2: LAVA POWERHOUSE

It's like a heatwave in here. There's more old boilers here than at the Miss Scarborough beauty pageant. Learning to ride the jets and pump the bellows is the way to succeed in these lava-loaded fissures.

MECHANISM 3: THE GUNS



STEP 1: Guide Sonic into the gun loop to bombard the gate.



STEP 2: Once gate collapses, jump to enter the steam arena.

RESULT: Jump into the boiler and be propelled to the first emerald.

MECHANISM 4: THE PLUG

STEP 1: Propel Sonic into the upper table from steam arena two.

STEP 2: Ride the loop to strike the plug three times.





STEP 3: Fall into the side tunnels, and use the jets to climb.

RESULT: Collect the two side emeralds.



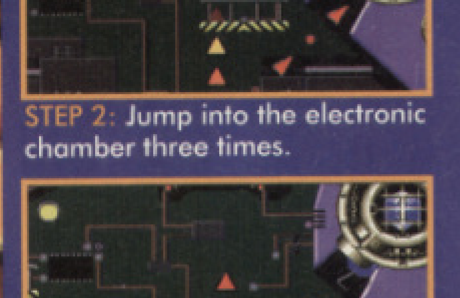
LEVEL 3: ROBOT ARENA

A huge metallic table with five well concealed emeralds. The table is not symmetrical, and involves almost as much well timed jumping as flippering. Lots of flashing lights and winding cogs.

MECHANISM 5: THE WHEELS



STEP 1: Get Sonic onto the moving platform.



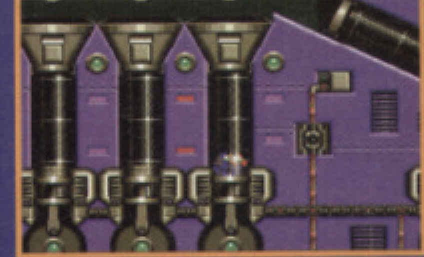
STEP 2: Jump into the electronic chamber three times.

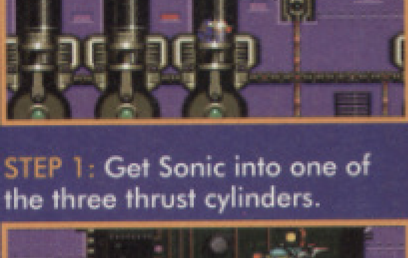
STEP 3: Use left flipper to guide Sonic into wheel.

RESULT:Easy way to get the first two emeralds.

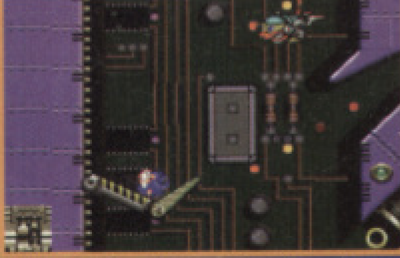


MECHANISM 6: THE CELL

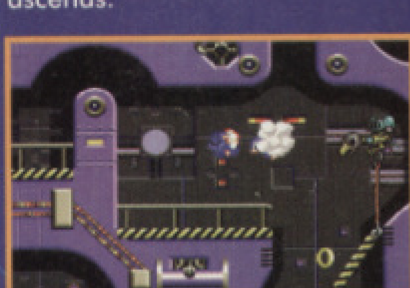




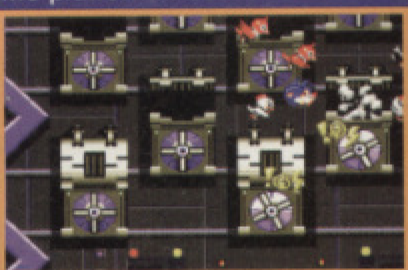
STEP 1: Get Sonic into one of the three thrust cylinders.



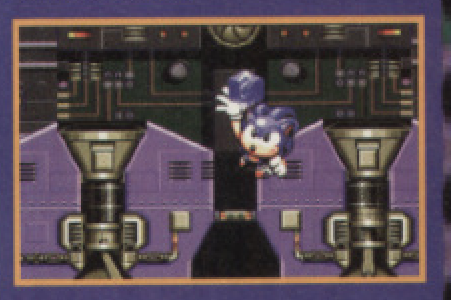
STEP 2: Catch Sonic using the flipper. Hold as the flipper ascends.



STEP 3: Knock the bird holding the platform. Ascend further.



STEP 4: Break every cell in the animal prison.



RESULT:Emerald falls from top of the cell.



BALL BEARINGS

The ultimate goal on each level is the boss room. Actually beating these monstrosities is easier than it looks if the right tactic is found. Without revealing anything, here is a rogues' gallery.

SCORPIUS
His tail is poisonous, and arcs to protect his back.

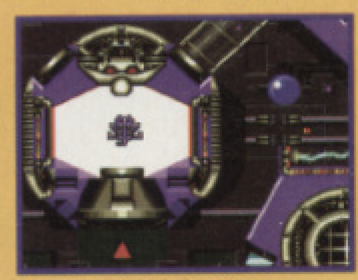
▼ *He won't be climbing into any slippers.*

BOILER
Falling between the flippers leads to a lethal drop towards doom!



▲ *I'm steamin'*

MACHINE
The tubes are carrying animals to be converted into Robotnik minions.



▲ *X-ray-ted action!*

BUMP AND GRIND

Many of the familiar features of pinball find themselves in Sonic Spinball. Most are mere point accumulators, like the bumpers and bonus multiplier lights. When rows of targets are dropped, they open safety channels which save Sonic from an early bath. Lighting up sequences of channels is also a way of racking up massive bonuses.



▲ *Lights1 sonic! action!*

▲ *Pull up to the bumper, baby.*

COMMENT



RICH

I was well addicted to this game — Sonic Spinball may not have the greatest graphics and sound, but the gameplay is absolutely superb. The game plays incredibly well, with brilliant control over Sonic. What I like is the fact that there are actually mini-platform games where Sonic moves much like his did in his previous platform romps. There's also some excellent touches over and above the usual pinball fare — the mining cart level is well smart. However, once you're really into the game it's all over. Yes, the levels are quite large, but there are only four of them, with the game complete in a week. At £49.99, it's just not worth the cash. Dragon's Fury remains the definitive pinball sim, making that the preferred game in the office.

INTERMEZZO

Between rounds is a mini-pinball game set on a single screen. This time its real flippers and balls and a set task, like freeing the creatures in a canister or knocking Robotnik's teeth out.





▲ *Games action ahoy in this*



COMMENT



GUS

Just when you thought there was a new contender for Game of the Year... it's all over. Sonic Spinball offers pinball fans a dizzy love affair — fun while it lasts. The game lacks the polish of previous Sonic efforts, with some of the graphics on the scrappy side, and the music never quite sure of itself. But the gameplay more than makes up for this, with the sprawling, inventive tables offering a refreshing approach to pinball. Working out each table and grabbing the emeralds is fun, challenging and satisfying. But the crux is that Spinball needs to have about ten levels, not four. I thought I was going to be at this until Christmas but reaching the showdown within three days caused only shock and dismay. Superb stuff, just not enough of it.

PRESENTATION 74

▲ Lovely superfluous touches within the game, and a great message bar.
▼ The key configurations don't allow you to play with the D-Pad.

GRAPHICS 85

▲ The Sonic animation is great. The levels have great character and a whole range of good-looking features..
▼ Some areas look a bit too chunky. Sonic is slightly deformed.

SOUND 78

▲ The effects sound like real pinball, especially the bumpers.
▼ The music is variable and does tend to annoy. Some of the effects are tacky.

PLAYABILITY 89

▲ Incredibly addictive, the interactive nature of each of the tables encourages you to persevere.
▼ Some will find the chance element of pinball frustrating.

LASTABILITY 68

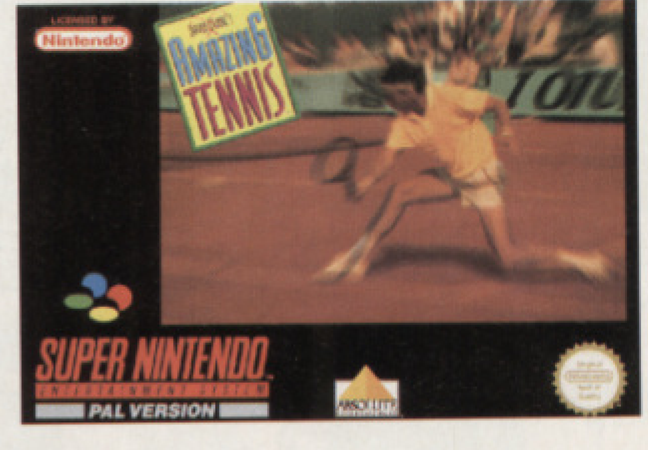
▲ Pinball is a good game for high-score chasing.
▼ Four levels is simply not enough, and there is no high-score save.

OVERALL 81

Eminently playable, and full marks for the ingenious approach to pinball, but Sonic Spinball is not the Twix of Megadrive games. One bite and it's gone.

RITZ

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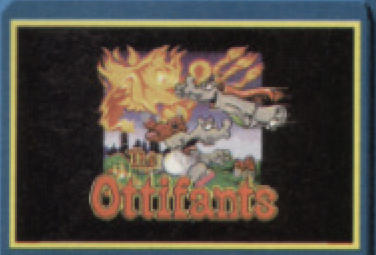




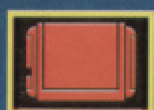
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The Ottif









PRICE	TBA
BY	SEGA
RELEASE	OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS:4
RESPONSIVENESS:OKAY
GAME DIFFICULTY: TRICKY

1ST DAY SCORE

2730

ORIGIN

The Ottifants are the creation of German Comedian Otto Waalkes.

HOW TO CONTROL

Bruno walks left or right in response to these directions pressed on the D-pad. He Climbs when the D-pad is presed up and sits — 'Sit, Bruno!' — when the D-pad is pressed down. He can also slide in this position.

A	Makes Bruno jump.
B	Makes Bruno spit.
C	Has no function.
S	Starts and pauses the game

HOW TO PLAY

Guide Bruno over six levels of platforms and pitfalls, keeping him away from spiked objects and harmful enemies.

Something is very wrong with Bruno's head, but being a young Ottifant — a kind of miniature Elephant — he's really no different from anybody else his age. Excepting that he has landed the starring role in a new Megadrive game from Sega. In his mind Bruno imagines all kinds of weird things and is currently convinced that his father is being held prisoner by extra-terrestrials. In reality Mr Ottifant is merely working late at his office. However the trail of jelly-babies dropped from Daddy's brief-case *en route* to work this particular morning is playing havoc with Bruno's imagination. Using the trail of sweets as a guide this infantile-elephant explorer treks through six make-believe worlds in order to rescue his father.

Just to fill you in, the Ottifants are cult cartoon characters in Germany at the moment. Apparently Ottifant books and an animated television series are major successes with our European brothers and sisters. Whether or not this platform-game is set to convince the English games-playing public of their credibility is another matter entirely.





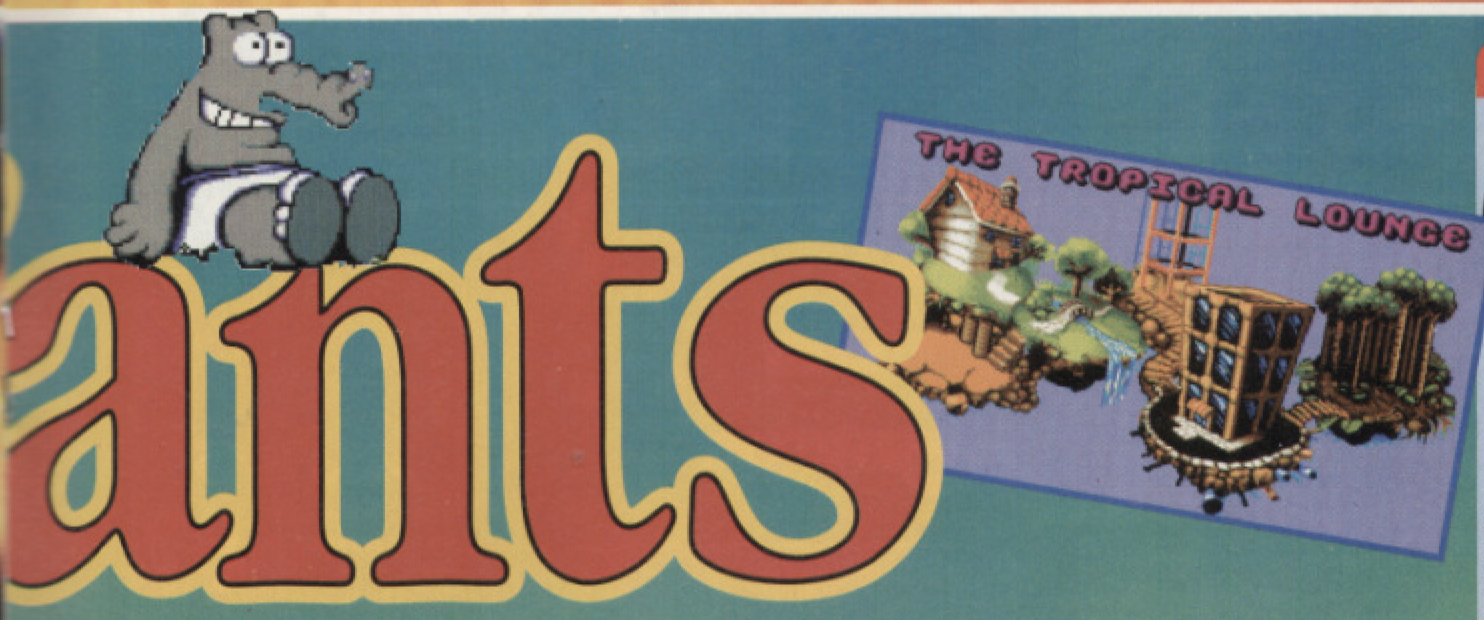
Jumbo Marker

It is said that elephants never forget but this isn't entirely natural and is something of an acquired skill. Bruno has yet to master the art and is constantly losing track of where he has and hasn't been. In his fantasy world Bruno has decided to trigger Jack-in-the-boxes as reference points which prevent him from getting lost. In the game they also serve as re-start points should Bruno become completely overwhelmed by his enemies.



▲ ***Gasp as Bruno barks up the wrong tree.***





Red Lolly Yellow Lolly

Bruno is always racking his brains for new ways to justify his craving for ice-lollies. To this day his parents remain unconvinced by each one of his ten good reasons. You see in Bruno's dreams, ice-lollies are the source of many super powers which serve to aid the little lad in his adventures. Just for good measure Bruno is required to eat three before the deliciously-cold citrus flavours take effect. Of course it's nice to have variety and so different flavoured lollies and combinations of the same impart different abilities. Here's a taster of just a few:

Springs: Lime, Lemon and Raspberry lollies provide Bruno with the power to bounce higher in the air with the aid of a double jump.

Super Spit: The least Bruno could do is keep the confectionery in his gob, but no! Upon swallowing mouthfuls of one lemon and two lime-flavoured ices he spits the whole lot back out again! Tsk.

Super Ottifant: Dumbo has nothing on Bruno when it comes to aerobatics, but only when he's Super Ottifant and only once he's eaten three lemon lollies.



Speed Shoes: Slurping on three lime-flavoured lollies boosts Bruno's speed for a time.





COMMENT

RICH

Graftgold are one of this country's leading developers with years of quality game production behind them. Gods, their first Megadrive title, continued their tradition of quality software production. This game from the same company is extremely disappointing. The graphics are a mixed bag — some of the levels are great, some have visuals worse than some Master System games (level one for example). The sound is a similarly mixed bag. However, it's the gameplay that is this game's worst problem. The action is utterly unoriginal — the platform gameplay is very similar to Cool Spot and Global Gladiators with very little variation between the levels. However, when you're paying over or around £40.00 for a game, you expect a lot more. Basically, what's the point of buying this when there are games like Flashback, Rocket Knight Adventures, Sonic II and Tiny Toons available for the same price? An exceptionally forlorn piece of unremarkable software and a sad day indeed for one of the country's best development houses.



An Ottifant's trunk is useful for more than just watering the garden and snaffling munchies. All things considered Bruno is quite the funky trunker! For defence he spits colourful beads at his enemy who hate this so much they self destruct in anger. However Bruno's *piece de resistance* is his almost god-like sucking ability. Should Bruno encounter platforms that are out of reach he engages his tremendous vacuuming powers to draw said long-distance ledge towards him. Elsewhere Bruno triggers switches, dropping blocks that are used as mobile steps and using his sucking skills to transport these blocks around.

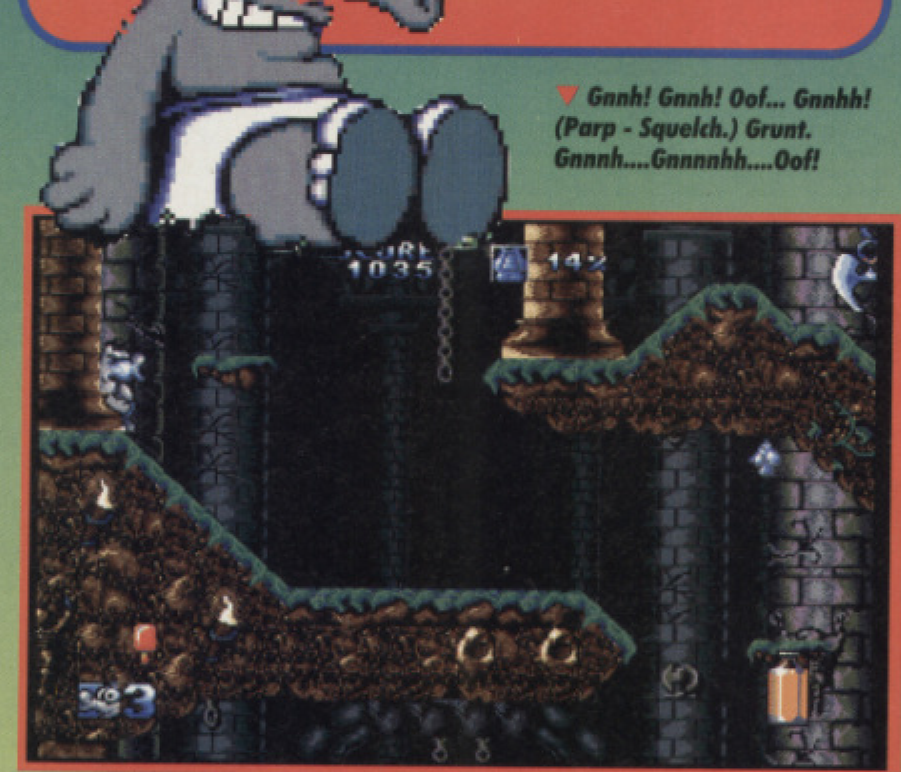




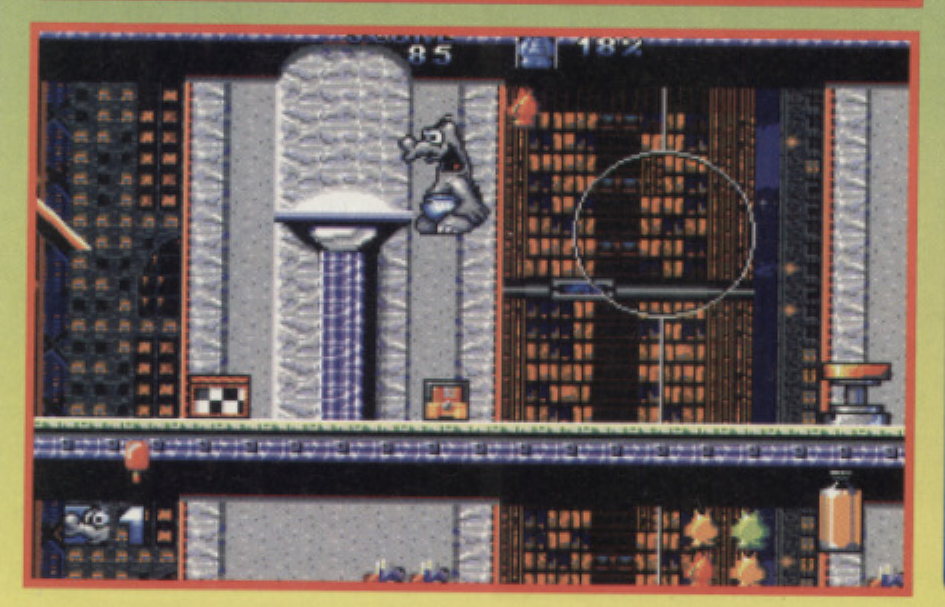


PAUL

I've yet to enjoy an episode of Ottifants and I'm unlikely to ever appreciate this rather typical platform game in which they feature. The look of the game is very well crafted and there are some nice ideas but there's no affinity to the game's central character who is given no chance to really prove himself within the confines of this below average adventure. Apparently Bruno is something of a Bart Simpson character with a wild imagination but there is no evidence of that here. Instead the player suffers along with Bruno through six similarly styled levels that all feature fatal spikes and the opportunity of falling right off the bottom of the screen with no prior warning. Of course this is very annoying as it is so unfair. Without these problems the gameplay is extremely obvious and therefore easy. There is no compulsion to collect the jellybabies neither is there any need to take advantage of Bruno's ice-lolly driven super-powers. Honestly I can't think why Sega wanted to license this game at all. wallet-busting £50 price tag? I don't think so.



▼ *Gnnh! Gnnh! Oof... Gnnhh! (Parp - Squelch.) Grunt. Gnnnh....Gnnnnhh....Oof!*



PRESENTATION 78

▲ A pretty representation of the six areas Bruno is to explore sets the game off well.

GRAPHICS 82

▲ Nice scenery. Bruno is animated well.
▼ The enemy sprites are small and lack flair. Some backdrops are dire — and why has Bruno got an enormous black outline?

SOUND 71

▼ Some amusing screams and whoops arise on occasion.
▲ Generally the sounds offered here are akin to supermarket muzak.

PLAYABILITY 72

▲ Bruno's use of his trunk is a neat touch. He also responds well to commands.
▼ Unfortunately Bruno doesn't have anywhere interesting to go.

LASTABILITY 66

▲ The levels are tricky and you're unlikely to finish the game in one sitting.
▼ Sadly you're unlikely to want to finish the game at all.

OVERALL 68

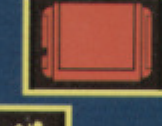
Quite a well presented platform game with a couple of novel ideas to prevent it from being completely dull. The pretty graphics aren't enough to do Bruno and his pals credit.


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MM/Dec93

JAMES POND OPERATION STARFISH









PRICE	£49.99
BY	EA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

158,000

ORIGIN

This is the third chapter of the James Pond saga, bearing the hallmarks of Vectordean's platform productions.

HOW TO CONTROL

The joypad works in standard left-right manner. Up and down are used to give extra boost to jump and perform bottom-bouncing.

- A RUN FAST
- B JUMP
- C USE/ DROP OBJECTS
- S PAUSE

HOW TO PLAY

Explore each of the levels, destroying mines, finding agents, locating the satellite pieces and finding the exits!

Electronic Arts have uncovered a shocking global conspiracy involving Nasa, the Secret Service and the EEC agricultural policy! First off, it seems that Neil Armstrong and all his fellow astronauts concealed the fact that the moon IS made of cheese after all! James Pond's arch-enemy, Dr Maybe conceives of a plan to mine the cheese and flood the supermarkets of Earth with the stuff. His monopoly of the food

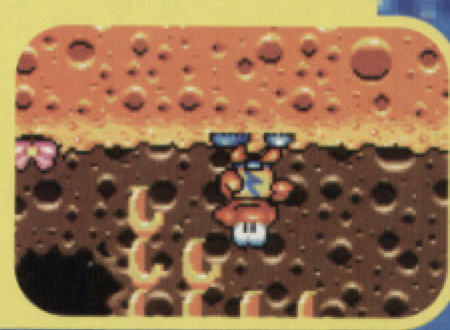
TAE-POND-DO

James Pond has previously been a bottom-bouncing fish in his adventures, and it's a skill he retains. But to harm an enemy he has to pull up his tail before he lands on their heads. On the moon, most of his enemies take several hits to kill. Those sitting in tanks and cars need more than a bounce — Pond has to use his gun or explosives.

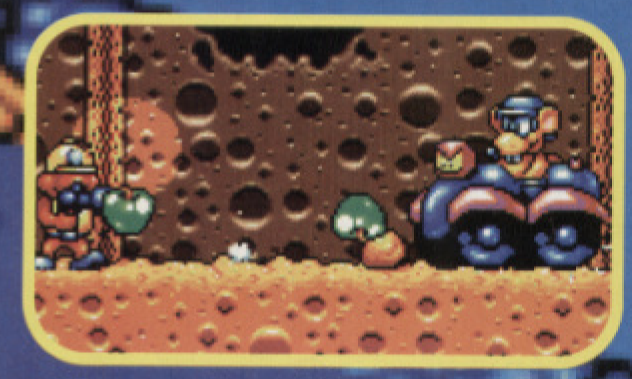


FASTER THAN A SPEEDING MULLET

One new attribute of James Pond is his blinding speed. Obviously all the training of the Aquatic Games did him some good. It's easy to reach incredible speeds on the moonscapes, especially with the aid of a slope. Pond is so fast he often sticks to the ceiling. The A button gives him extra speed as long as it is held.



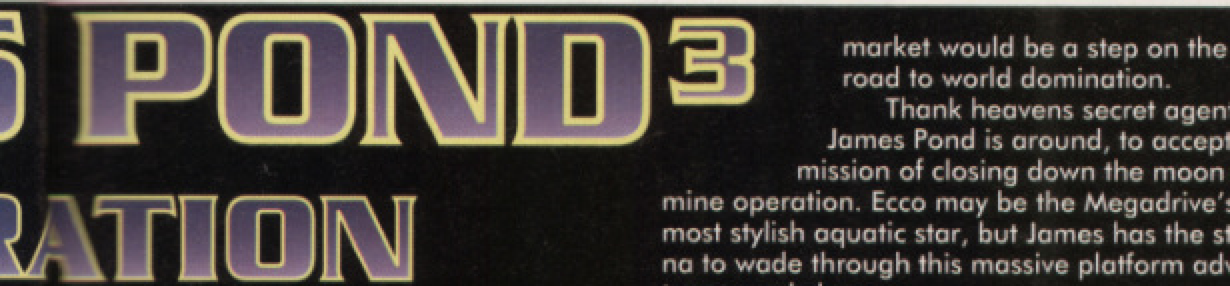
▼ *What a fruity game this truly is, kids.*



▲ *Kill your speed, not a Fi5h agent.*







market would be a step on the road to world domination.

Thank heavens secret agent James Pond is around, to accept the mission of closing down the moon mine operation. Ecco may be the Megadrive's most stylish aquatic star, but James has the stamina to wade through this massive platform adventure as only he can.

COMMENT



PAUL

The old 'quality not quantity' adage fits James Pond III like a s(t)urgeon's glove and, unfortunately, it's the wrong way round. After three years people are still trying to emulate Super Mario World on the Megadrive. I wish they'd stop! Even Nintendo themselves are being more creative with their flag-ship character these days so it's annoying that Electronic Arts has produced yet another game of this ilk. On the premise of some terribly cheesy storyline, James Pond embarks on an incredibly huge mission packed like sardines in a tin with bonus opportunities. Of course there are variations to the Mario theme as EA has introduced elements of their other most popular platformer — Rolo — into the action. It's all so cleverly designed but so very average as to become quite dull after a time. One to appeal to "anorak-wearing" Megadrive owners.



OBJECTS D'ART

There are tons of items to collect and use in Pond. Objects are found in boxes, often invisible until Pond strikes them. Items are used to solve the many puzzles that face Pond, and ingenious solutions open up new areas of the map. There are many more than this lot:

FRUIT GUNS



Get these by overpowering a mouse guard. They fire fruit, including apples, oranges and useful, enemy-seeking meringues.

SPRING SHOES

Yes, that rib-tickling favourite. These attachments really let Pond fly, as he bounces across huge screen areas.

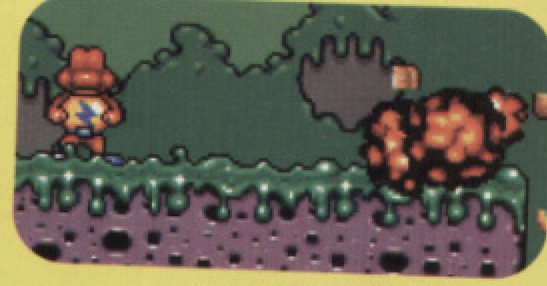
HELMET



With this handy headgear (light and battery included) Pond cannot hurt himself by bumping into the ceiling or by something falling on his head.

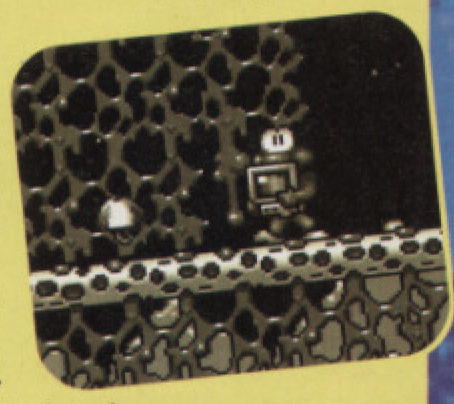
DYNAMITE

The red sticks contain a big charge, and the fuse lights as soon as James picks them up. Use them to derail Maybe's monstrous engines and blow walls apart.



▲ *Pond's banging away.*

COLOUR TV



This bizarre consumer appliance appears to be just a sight gag — pick it up and the screen goes monochrome. However, picture-ghosting comes to your aid much later into the game.

JET PACK

Like one of those groovy personal rockets that Michael Jackson goes ape over. As long as you have fuel, you can soar around the heavens looking for isolated booty.

CUP CODING

Completing each level involves finding and destroying Maybe's transmitter. Cups are strewn across many levels. In these areas, the necessary transmitter is turned off, and all the cups are needed to activate it.





▲ *I don't think that Tyne Brand 'Boeuf Bourgignon went down well.*

COMMENT



GUS

Compare this with Aladdin, also reviewed this issue, and James Pond makes fish paste out of it. Although the graphic style looks a little naff, and the character of James Pond has little attraction, this is a meticulously programmed, massively challenging and hugely playable platform epic. This is not the sort of game you'll finish in a week, or even a month. The landscape is utterly huge, and I don't even pretend to have seen it all. The gameplay is inventive, having a speed comparable with Sonic, and puzzles as clever as Puggsy — this is best of both world's for platform fans. It takes a while to get into, partly because it's so tough, even from the first levels, but you soon appreciate just what a great game this is. Vectordean have really improved on the ideas in Rolo to the Rescue, making James Pond 3 the best in the series. Definitely for those people who like a real game in their carts.

WIDE, WIDE AS THE OCEAN

Operation Starfish can be approached from either an arcade or adventure angle. Those looking for points should try and collect as many crescents as possible. These spinning treats cover every level, and even more are found cascading out the crescent marked blocks. Adventure fans should concentrate on uncovering as many levels as possible. A special multi-path device opens up even more locations when found.



ON A HUGE SCALE

The decor of moonland is more bizarre and varied than you may think. The first levels are set in a distinctly cheesy environment, but Pond treads through custard levels, murky moors, fruity waterfalls, beanstalk land and a massive china service, where tea and sympathy is served.

PRESENTATION — 85

▲ A well thought out password system, which doesn't make it too easy to continue.
▼ The 'comic' approach and speech are wholly redundant.

GRAPHICS — 86

▲ The Pond sprite is well animated and there are mountains of well executed visual ideas in Starfish. Excellent scrolling
▼ There is something a little dull and Amiga-ish about the visuals.

SOUND — 74

▲ Excellent sound effects throughout.
▼ The speech between levels is purposeless, but the music is far more annoying, like kids' TV.

PLAYABILITY — 89

▲ There is so much to do, and the game combines speed, action and depth superbly.
▼ The game is hard, and often frustrating.

LASTABILITY — 92

▲ Excellent value for money, this game is much larger than most Megadrive games. Dozens of levels means months of play.

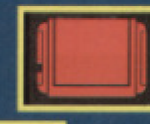
OVERALL — 89

It may not look it, but Operation Starfish is a truly sound platform game. A bumper package which is well worth a look.


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1-2 PLAYERS



PRICE	TBA
BY	ACCLAIM
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 8
SKILL LEVELS: 10
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MODERATE

1ST DAY SCORE

Won Singles Championship

ORIGIN

It's more of the same in Acclaim's second WWF licence only with new characters and in-game options.

HOW TO CONTROL

Use D-Pad for the direction you want your fighter to run/ throw in. Combinations of buttons achieve different special moves depending on the wrestler.

- A RUN
- B PUNCH
- C KICK
- S PAUSE

HOW TO PLAY

Take possession of your fighter's enviable muscles and guide those luscious limbs into pounding the pap out of all and sundry.

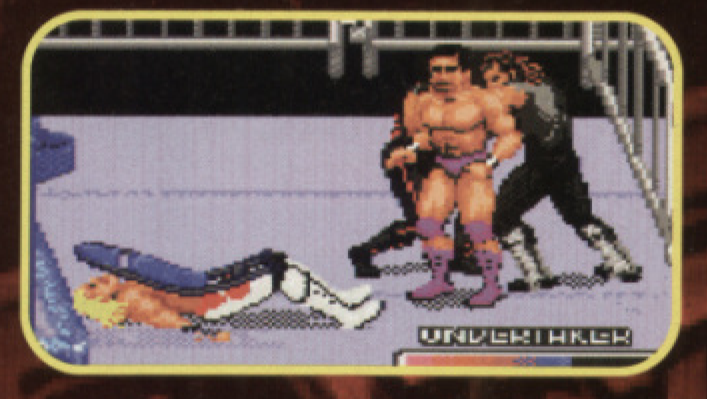
What pleasure the big, butch guys of the WWF circuit get from dressing up in spangly leotards and mouthing off like demented hyenas we'll never know, nor why these barking-beefcakes are so damn popular. But in demand they are and also back on the Megadrive for another bout of mindless violence.

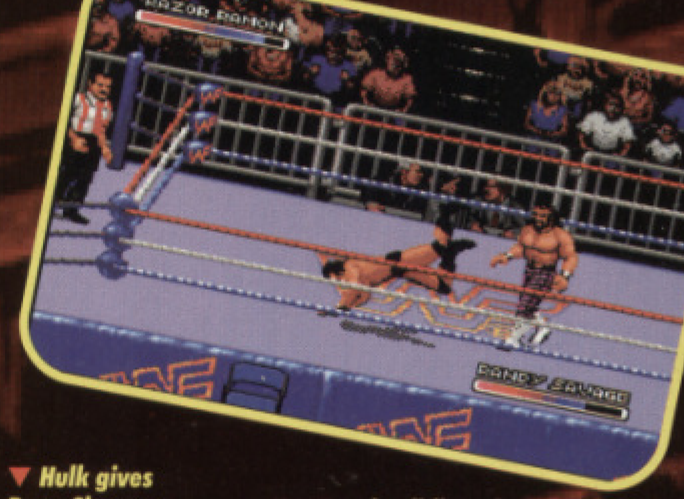
Bigger, faster, with new moves and new competitions, the superstars of wrestling are this time fighting it out at the annual Royal Rumble tournament where the only aim that matters is to be the last one left in the ring — eliminating all others through fair means or foul.

There are several new wrestlers making their Megadrive debuts and the player now battles it out with the likes of the weird and wonderful Papa Shango and the self-loving Narcissist. Special moves for all the fighters all of which are guaranteed to cause havoc. Seconds out, round one...

▼ Your mother was a hamster an your father smells of elderberries!







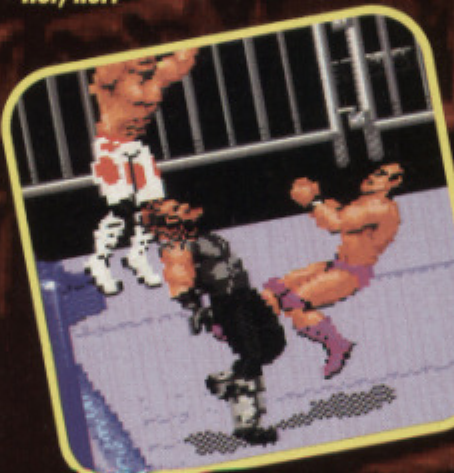
TOTAL CARNAGE

Naturally the name of this game is beating several shades out of the other guy but in Royal Rumble there are so many ways of doing it! All the modes of play have two things in common — fall mode where you simply have to pin your partner down for the count of three. Brawl mode is a bundle of fun cos you can't be counted out — it's just a matter of battering the hell out of the enemy, in or out of the ring, until they drop with exhaustion.

▼ Hulk gives Papa Shango a short sharp lesson on back-breaking.

▲ Hey Randy, didja enjoy yer trip? Hur, hur!





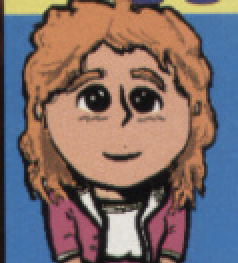


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SECONDS OUT

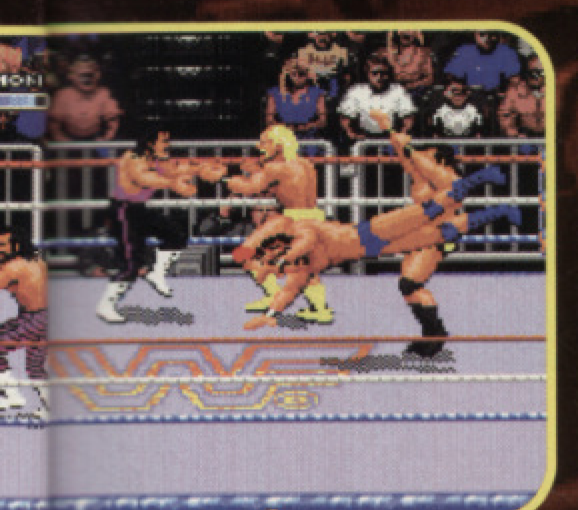
Each wrestler has a special unique move. These cause massive amounts of damage but may only be performed at certain times. Once a wrestler's energy has fallen below 50 percent, his time has come to take a good duffing up. Bestow on him a string of kicks and punches in quick succession and the recipient will wobble about like a pickled old tramp. When they're in this condition get in close and use the correct combination of buttons (depending on the wrestler) to produce a devastating finishing move.

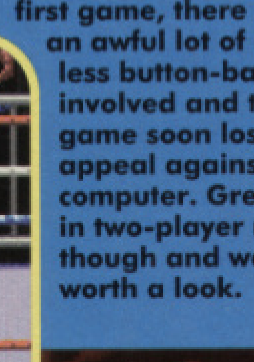
COMMENT



LUCY

When I first started playing this second WWF offering I thought it was more of the same but after cruising through the masses of options then finally playing it for a while I found that there's a hell of a lot more in this game than the original. There are more wrestlers, more moves, bigger and better sprites who at last have their own special moves, more tournaments and more fluid movements. Unfortunately, although it does involve more skillful manipulation than the first game, there is still an awful lot of mindless button-bashing involved and the game soon loses it's appeal against the computer. Great fun in two-player mode though and well worth a look.

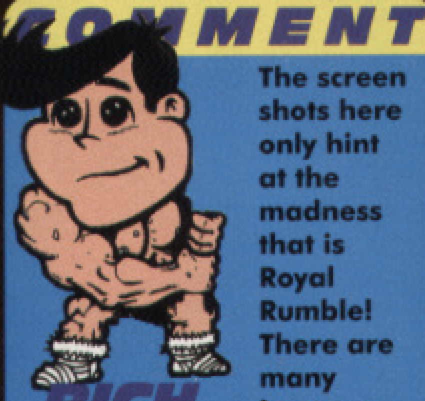




▼ Razor does a somersault just cos he can!

YAL RUMBLE

COMMENT



RICH

The screen shots here only hint at the madness that is Royal Rumble! There are many improvements made over the original WWF title, not least the inclusion of each wrestler's trademark techniques. What with the Royal Rumble itself being such a great laugh too there is everything here any WWF fan could possibly hope to find — all excepting the crazed commentary! The cheesy glam of any WWF wrestlefest is shamelessly apparent throughout. It's all so terrible but great fun nonetheless; hardly Street Fighter II but a crazy alternative!

LAW OF THE RINGS

If you think boring rules and regulations are going to hold you back — fear not . As well as being able to knock the ref over by jumping off the ropes, for example, when in a tag team, everything is a fair cop. Your partner helps out in every conceivable way. Sometimes when you've got several tonnes of throbbing meat lying on top of you, your buddy strolls into the ring and heaves him off. And if you guide your attacker to your corner, your mate often grabs him by the throat while you lay into him. Alternatively, if you're getting a pounding outside the ring, more often than not, your opponent takes out the assailant with a chair over the head — effective stuff huh?



LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■■■□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■□□□
ORIGINALITY	■□□□□

PRESENTATION 90

▲ Tonnes of options and a smart intro sequences with luverley piccies of your fave wrestlers zooming in and out.

GRAPHICS 89

▲ Big, bold sprites, nicely detailed backgrounds and great animation — especially in the special moves department.
▼ Some of the wrestlers aren't as detailed as others.

SOUND 84

▲ Moans, groans and some great head-banging music.
▼ Not enough noise during the matches.

PLAYABILITY 88

▲ A good choice of difficulty levels lets you get straight into the game and increase the challenge as your skills improve.
▼ Not much cop in one-player mode after a while

LASTABILITY 80

Loads of different tournaments to wade through and 12 different wrestlers to master.
▼ Once completed there's no incentive to come back in one-player mode.

OVERALL 85

A big improvement on the first game but a bit of a dog when it come to playing against the computer.









PRICE	TBA
BY	VIRGIN
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 1
RESPONSIVENESS: SLOW
GAME DIFFICULTY: EASY

1ST DAY SCORE

CONTROL 15 SEITCHES

ORIGIN

Dune CD is based on the Frank Herbert novels, and the art direction of the David Lynch movie.

HOW TO CONTROL

Use the D-pad as a pointer controller. Commands are selected by highlighting the letters.

- **A** Select
- **B** Select
- **C** Select
- **S** Starts and pauses the game

HOW TO PLAY

Start producing Spice on Dune to meet the Emperor's demands. Build an army to defend against the Harkonnen. Explore.

One planet, of a remote system in an inconsequential galaxy, holds a value inordinate to its size for the Padishah Emperor Shaddam IV. This ruthless galactic ruler desires the precious mineral, Spice, that lies beneath the sandy surface of this mysterious world, Arrakis. Spice is the key to space travel, and also unlocks more esoteric pathways — the most potent mind-expanding substance in the universe (after guarana gum)

Shaddam has deviously sought to protect his interest by allowing two rival factions within his court to mine Spice on Dune. You are of the honourable House of Atreides, sending spice shipments while repelling the growth of your enemies, the Harkonnen on Dune. You proceed by befriending the natives of Arrakis, the Fremen. As Paul Atreides the duties of Spice production and defence must be balanced against each other.



▲ *An excerpt from Jaz's new book he got from America.*





SPEAK AND SPELL



Dune uses the full audio capability of CD. Every message given by a game character is spoken as well as written in sub-title format. The game text is shown in a round of languages, including American AND English! Well howdy doody!





The Fremen are the natives of Arrakis, easily distinguished by their deep blue eyes (a side-effect of proximity to Spice). You cannot hope to mine Spice without their help. Fremen live in burrows called seitches. They are a resilient people, able to survive on the arid surface of Dune with the aid of stillsuits — clothing which recycles body fluid. The Fremen have profound psychic powers.

AN HONOURABLE HOUSE

Atreides has the highest moral code of any House within the Padishah Empire. Tall, beautiful, intelligent and intuitive, they regard themselves as blessed by birth and have a duty to others less fortunate. With you on Arrakis is Duke Leto Atreides, your father, and Jessica, your mother. Leto is a good source of advice, and Jessica helps unravel some of the mysteries of the Spice. In addition, there is help from Gurney Halleck and Duncan Idaho, two stewards of Atreides. Gurney is expert at weaponry and dealing with the Fremen. Duncan knows all about Spice harvesting, and holds statistics about stocks.



▲ Duncan is involved in spice production. Fascinating.



▲ Mother has some strange, mysterious powers.



▲ As you can see, Father is a mine of useful information...

COMMENT

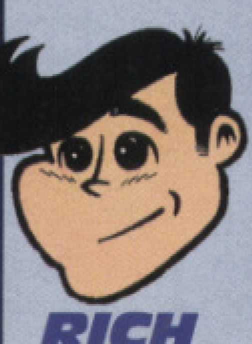


This was a computer game, and it does still play in that way. Console owners may be disturbed by the lack of action, but Dune has an atmosphere all its own. Using a lot of material from the movie, the game really comes alive with the speech, the animated portraits and the complex and stimulating plot. In terms of gameplay, it takes a long time to get beyond mere conversation and into the strategic element, but finishing the game takes a long time. One nice feature is the detective element. Mysteries take some time to illuminate themselves, but once solved, a real feeling of progress is perceived. I'd actually advise strategy fans to go for the Dune II Megadrive cart, but this is recommended to Dune fans and budding 'tecs.

▼ What can we say? Fine Fremen art from the Dune game. Huzzah!



COMMENT



RICH

I agree entirely with Gus — Dune CD is a vast, highly atmospheric quest, oozing polish and originality. The graphics and sound are superb — the full-motion video employed when traversing the world of Arrakis is simply astounding — easily the best FMV on the Mega-CD to date. The game itself is remarkably involving, playing at one moment like a Lucasfilm adventure, and then just like a strategy game as you decide what to do with your fremen forces. Be warned though. If you're after arcade excitement, you're going to be disappointed with this. Paul wasn't too keen on this at all. However, if it's a unique adventuring experience you require, Dune CD can't be beaten.

LONG TERM REPORT	BREAKDOWN
HOUR	STRATEGY
DAY	CHALLENGE
WEEK	ACTION
MONTH	REFLEXES
YEAR	ORIGINALITY

GOING THE DISTANCE

You have mobility on Dune with your ornithopter. This advanced flying machine takes you to any marked seitches you have on the Dune map. Sometimes vague directions to new seitches are given by Fremen. In these cases, you free-fly over Arrakis (shown in a remarkable 3D sequence) with a sharp-eyed passenger, like Gurney.

Later, an entirely new form of transport appears with the worms. Dune worms are huge creatures who burrow just below the surface. Initially they are a nuisance — attacking harvesters because of their rhythmic vibrations. But once their secret is known, Paul Atreides calls the worms and becomes their rider. They are as fast as an ornithopter.



IMPERIOUS ATTITUDE

You will come to fear the Padishah Emperor. He regularly calls the Palace to demand Spice. You must be there to dispatch a shipment at the allotted time, and keep up production to meet his stiff targets. Only Duncan can send a shipment. Failure has terrible consequences...

▲ *An intriguing space scene from the game. Fascinating eh?*

PRESENTATION 91

▲Wonderful in-game atmosphere and presentation. Good control system. Great FMV trickery.
▼Quite a slow response on some disc access.

GRAPHICS 80

▲The flying sequence in the orni is magnificent, if redundant. The characters faces look very lifelike.
▼The location and map graphics look pretty poor.

SOUND 87

▲What can be said? The speech is perfect: well pronounced and nicely echoed.
▼The music is mostly awful and is quickly turned off.

PLAYABILITY 82

▲The game has a broad strategy appeal — with detective and board-game type sections.
▼There's not much action. Some sections are spent listening to vast tracts of story.

LASTABILITY 71

▲The game is big. Dozens of seitches have to be controlled to win the game.
▼Once the game has been 'seen', there's no point in doing it again.

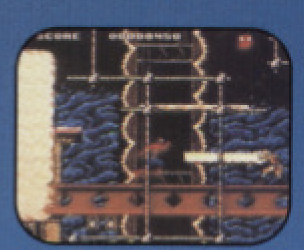
OVERALL 82

A strikingly original and well produced game for the Mega-CD, but a bit sedate as a piece of console entertainment.

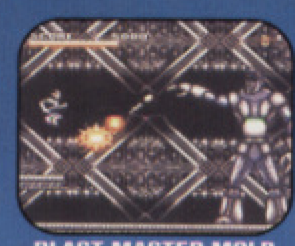


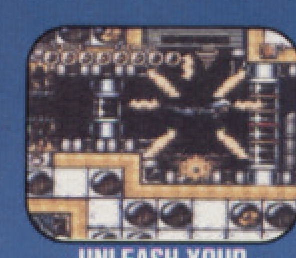
A STATE OF EMERGENCY
Puggsy's no work of art, but when it comes to brains he's way ahead of his time.
But this time he needs help. Stranded on an alien planet after his spaceship has been stolen, Puggsy has to travel through seventeen different levels, each packed with cunning puzzles, frantic games and hoardes of unfriendly aliens.
Using a unique system of Total Object Interaction (TOI) you have to guide him on his quest to find his ship, and get home.
With stunning graphics, amazing music and a complete Junior section for younger players – Puggsy is one orange blob who desperately needs your help.
P.S. Due to the fact that he just isn't smart enough, Michelangelo will not be appearing in the game.
If Puggsy's just too smart for you, call the helpline.
92% Sega Magazine
90% Mega Drive Adv. Gaming
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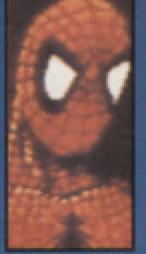
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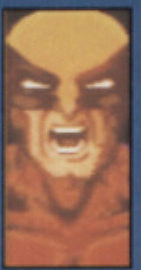
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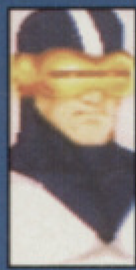


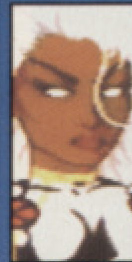




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Astérix AND THE GREAT RESCUE





1 PLAYER



PRICE	TBA
BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3 & PASSWORDS
SKILL LEVELS: 3
RESPONSIVENESS: OK
GAME DIFFICULTY: HARD

1ST DAY SCORE

End of Level 4

ORIGIN

The characters originate from a French cartoon strip which became internationally popular to the extent that there is now an Asterix theme park in France!

HOW TO CONTROL

Standard platform controls apply. Move the D-button to walk, and hit the buttons to punch, fight and use magic.

- A Jump
- B Thump
- C Use and select magic
- S Pauses the game.

HOW TO PLAY

Travel loads of platform levels, whacking Roman guards and using magic potions to reach the kidnapped Getafix.

Sacre-flippin'-bleu! Those plucky Gauls are in a 50 BC-type anti-Roman uproar! The local Roman garrison are fed up with getting smacked around by the super-tough Gauls they're supposed to be subjugating but now they've discovered their secret – Getafix the druid's magic super-human strength potion!

To keep the Gauls weak, the Romans have kidnapped Getafix and have transported him back to Rome to torture him into producing the potion for their armies. So it's down to the heroic Asterix and his rotund pal Obelix to fight their way through six multi-stage levels leading from Gaul to Rome, to rescue Getafix and get him back to safety while they've still got the potion coursing through their French veins.





▲ *Listen buddy, just make like a tree and leave!*

QUEL-CHOSE A BOIRE

Bottles of magical concoctions help get the guys across otherwise impassible obstacles by supplying the drinker with up to three shots of magic. Use them wisely, though, because if you use your three shots in the wrong place you'll need to go back for another bottle, and all the while the timer's ticking down!



BOMBS
Blow up baddies by tossing these mini-grenades at them.

CLOUDS
Create a vapour-type platform which is enough to give the guys a leg-up.

FLOATERS
Magic platforms which act as lifts up to lofty heights.





▲ *"I'm dreaming of a white Christmas..." Well I wish I'd dreamt myself a jumper while I was at it — it's freeeeeezing in here!*

COMMENT



PAUL

Zut alors! I've often complained about Megadrive games being too easy, but Asterix goes in completely the opposite direction. Most of the time you can't avoid things like spears which are being thrown at you or dying because you're having to jump to platforms you can't even see. There are some really crazy features too, like the way the underwater sections are just more platform sections with a blue wash over the screen – there's no swimming or air limits as you might expect. Video games are supposed to be fun, but this just drove me up the wall and I certainly wouldn't want to play it again.



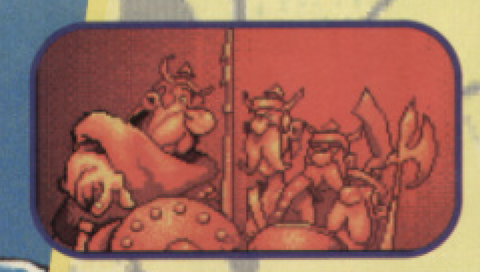


PIF! PAF! POF!

Though they've had to go without since Getafix disappeared, Asterix and Obelix have still got some potion power left and so they can still whack even the heavily-armoured Romans off those platforms with a well-aimed punch. The feeble legionnaires are offed with a single punch, but the high-ranking centurions can stand up to three or four hits before they expire.



▲ *Bash the guard, grab the potion and mellow out!*



VOILA! JE JOUES AUX PLATFORMS!

The game starts in the Gaul's village in sunny Gaul (aka 'France'). Each of the six stages is set in a different country on the road to Rome, and each stage is cut down into a series of 'huts', which are further divided into 'rooms'. But even a Gaul's rooms aren't free of Roman occupation and there are legions of legionnaires wandering around the decorative platforms therein.

As either Asterix or his Obelix, get from the left of each 'room' to the right in a limited amount of time. To make things more difficult, some rooms are completely impassible, unless Asterix can use some Gallic magic to bridge unleapable gaps or destroy hostile creatures.



LONG TERM REPORT	
HOUR	■ ■ ■ ■ □
DAY	■ □ □ □ □
WEEK	■ □ □ □ □
MONTH	■ □ □ □ □
YEAR	□ □ □ □ □

BREAKDOWN	
STRATEGY	■ □ □ □ □
CHALLENGE	■ ■ ■ ■ □
ACTION	■ ■ ■ □ □
REFLEXES	■ ■ □ □ □
ORIGINALITY	■ ■ □ □ □

COMMENT



LUCY

Grrrrr! Since I couldn't get my hands on Asterix, himself or better still, the programmer of this blasted game, the cart came in some pretty rough treatment when I tried to play it — it's so damn frustrating! I love a tough game but when you have sections where there's no way you can avoid death and a ridiculously tight time limit it just winds you up. Asterix is supposed to be a hard man but even little bunnies can kill him! Graphically the game is ace with all the characters faithfully represented and there are loads of levels — I just doubt anyone will want to plough through them.

PRESENTATION

▲ A fair number of options
▼ Not much in the way of presentation screens.

77

GRAPHICS

▲ The sprites are excellent representations of their cartoon counterparts, and the backgrounds are nice and colourful too.

89

SOUND

▲ Pleasant background tunes in a Jean-Michel Jarre style…
▼ …Which are, of course, completely unsuited to a game set in 50 BC.

80

PLAYABILITY

▼ Ooh! There are so many annoying features to trap you, and even if you escape those the maddeningly tight time limits will get you!

56

LASTABILITY

▲ There are loads of levels…
▼ …But you'll need supreme will-power to want to continue playing after the first three!

50

OVERALL

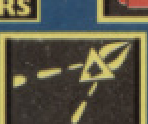
55

A really annoying platform game which isn't much fun and certainly doesn't do the characters justice.





2 PLAYERS



PRICE	**£64.99**
BY	**KONAMI**
RELEASE	**NOVEMBER**

OPTIONS

CONTROL: JOY PAD/LIGHT GUN
CONTINUES: 3 SKILL LEVELS: 3
RESPONSIVENESS: JOYPAD IS SLOW/GUN IS FAST
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

13290

ORIGIN

Lethal Enforcers is a skit on the everyday, crime-busting life of American inner-city cops.

HOW TO CONTROL

Easy. Just point the gun and shoot! In joypad mode, a sight appears on-screen. Move it around to aim and use a fire button to shoot off.

A Fires the gun.

B Has no function.

C Reloads the gun.

S Starts and freezes the action.

HOW TO PLAY

Shoot all the crooks, avoid putting holes in innocent bystanders.

This review carries both bad news and good. The bad news is that, after the age of seven, it's no longer cool to play 'Cops 'n' Robbers'. Of course, old habits are hard to break and here's where the good news sidles in, nervously and with its hands behind its head. Konami, being very much in tune with the nation's desire to play Cops 'n' Robbers till we drop, have coin-ops entitled Lethal Enforcers posted in arcades across the country. The game features all the bad-guy blasting action any Dirty Harry wannabe could wish for, presented as digitised images of a big city's low-life with players holstering imitation guns with which to pop the hoods. The best news of all is that it is now also available for the Megadrive — guns and all!



▲ *Shooting off with a pump action tool.*

IS THAT A GUN IN YOUR POCKET?

The all-American city cop wouldn't be seen dead without a gun for protection. Actually they probably would. In all truth, without their standard-issue pieces an officer of the law is naked and quite vulnerable. Mercifully the Lethal Enforcers package comes rigged with a gun so players are not required to pretend with their joypads. An extra gun, for use in two-player games, is also on offer from Konami for a whopping £13. Use of the guns heightens the tension somewhat as the emphasis is placed even more on a steady aim and lightning-quick reactions!



COMMENT



PAUL

Despite the very basic gameplay present in Lethal Enforcers it's a really fun game! Whether it's so much fun as to warrant a £65 price tag is another matter entirely. Still the extra cash pays for a gun which serves to enhance the gameplay a great deal, leaving little to separate this conversion from the original coin-op. After all, since when do LA cops go patrolling with a Megadrive joypad in their hands! It's also good to see the game accommodates for the differences between one and two-player games, with twice the hoods sticking their necks out when partners hit the streets together. An emphasis on accuracy and gun control adds to the appeal and makes up for the simple 'shoot-to-kill' philosophy — the chance of maiming innocents plays havoc with the nerves! However success is all down to pattern learning in the end. Though reactions are tested to the limit, victory is well within anybody's reach and there are no surprises once all the missions are complete. Still this is quite a departure from the norm and is far better than any of the menacer titles available. Gun freaks could certainly do a lot worse and this conversion couldn't have been much better. Worth a look.



▲ Use your gun to "take out" these people... for a nice chinese.

▼ Kill! Maim! Destroy! You get the idea...

CHINATOWN ASSAULT

THE HIJACK

THE DRUG DEALER

▲ Your chance to destroy one of the many characters from Hale and Pace.

LOOT TO THRILL

Play begins with only a service revolver as the players' protection. Other fire-arms are obtained by aiming at the gun-shaped icons that occasionally decorate the scenery. The upgrades afford the player rapid-fire capabilities, as is the case with the Uzi and automatic, and immense power provided by the shot-gun and SLR rifle. Such upgrades remain in the players' possession until their representative cop is injured.

LONG TERM REPORT

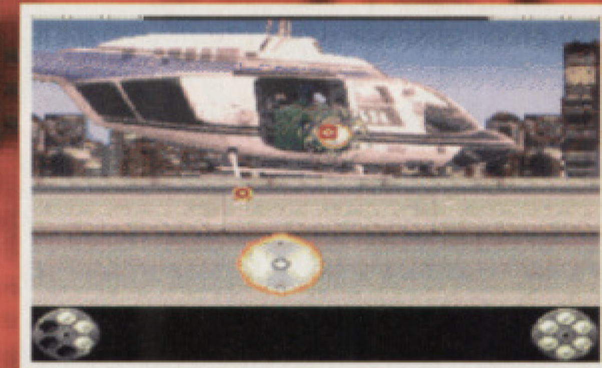
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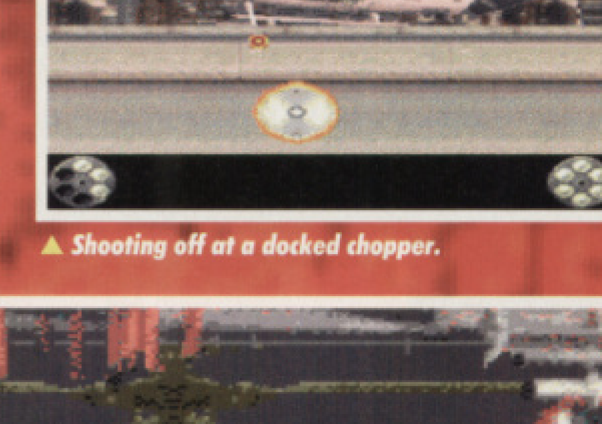
BREAKDOWN

STRATEGY	
CHALLENGE	
ACTION	
REFLEXES	
ORIGINALITY	

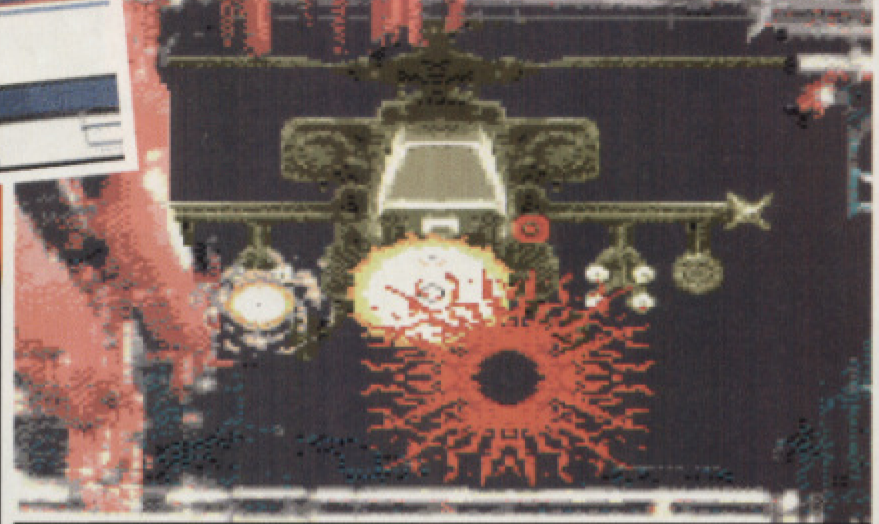
DON'T SHOOT!

It's easy to get trigger-happy when ventilating the city's scum but it's essential that players remain in control at all times. Rookie officers are prone to standing in the line of fire and clumsy cops are deservedly penalised for any such fatalities. Likewise hostages and passers-by don't take too kindly to bullets and tend to die horribly when shot. Unfortunately the word 'oops' doesn't wash with the commissioner when facing evaluation. Any federal or civilian casualties sustained in any given assignment results in having to undertake the same job again!





▲ Shooting off at a docked chopper.



▲ Amazing — FREE! — fractal pattern with every copy!

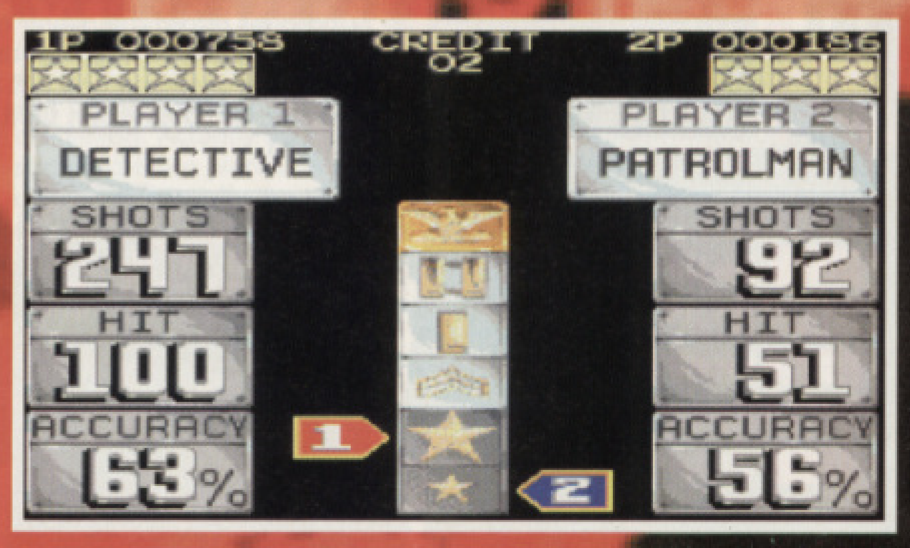
COMMENT



LUCY

This is an excellent conversion of the arcade game. It's quite amazing to see images digitised from real people on the Megadrive although it's a bit gruesome when you realise you're *shooting* real people! It's fairly challenging and I loved the practice mode where you blast hell out of a series of targets in a shooting range sort of scenario. On the down side though, I think the game could have been improved in a number of ways. For example, you should be awarded more points if you shoot someone in the head or heart — these guys drop dead if you shoot them in the foot for chrissakes! A few bonus or hidden levels would have added substantially to the enjoyment value. As it stands, Lethal Enforcers provides a reasonable amount of fun but it's not going to take too long to complete, and the lightguns are pretty redundant unles other games make use of them in the future. Certainly not worth £65.00.





PRESENTATION

87

▲ The standard of this conversion's presentation compares well with that of the coin-op original. There is an extensive collection of options to choose from.

GRAPHICS

88

▲ Every image seen is digitised from real-life people and scenes. This serves for some dramatic situations.
▼ The animation isn't great. Digitisation is pretty rough.

SOUND

90

▲ Excellent groovesome tunes are backed by mega renditions of gun-fire and the humorous banter of both the goodies and baddies.

PLAYABILITY

79

▲ The plastic revolver provided makes for some fun gun action....
▼ ...which, unfortunately, remains the same throughout.

LASTABILITY

83

▲ It's a challenging game, there's no doubt about that.
▼ Though there are only five stages and no secrets.

OVERALL

74

A great conversion of a fun arcade game. It's too high a price to pay, though, for such basic gameplay.

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PRICE 27.99

BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: VARIES
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: VERY EASY

1ST DAY SCORE

321,000

ORIGIN

Sonic Chaos stars Sega's biggest game character, the familiar hedgehog, against his familiar adversary, Robotnik.

HOW TO CONTROL

The same control mode here as in the previous Sonic games really. The bog standard platform game control method.

1 Jump

2 Spin

HOW TO PLAY

Travel through the zones, killing the bosses and collecting the Chaos emerald by finding the special stages.

A diamond may be forever, but an emerald is infinitely more useful at keeping a dimension in order. Sonic's world is kept in balance by the six Chaos emeralds, the source of all vitality. Careless then of Sonic and Tails to leave the jewels in a position for Robotnik to steal one of the stones, thus destabilising the whole of Moebius.

Sonic's planet has collapsed into a frightening alternative universe, where Robotnik's creations are much more frightening than before. All the emeralds are scattered round six zones, each of three stages, and the future of Moebius depends on finding them all.

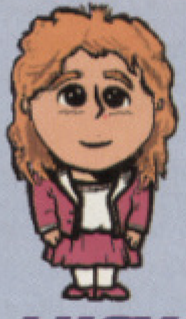


EMERALD CITY

Reaching the emeralds first means collecting 100 rings on the initial stage. When that total is reached, you're immediately zapped to one of five sub-games. These involve different tasks: picking up hundreds of large rings, or scaling a lot of platforms. One even takes place in a labyrinth of intersecting pipes.

SONIC Chaos

COMMENT



LUCY

Oh dear, I think it's jump on the bandwagon and milk the cash cow for all it's worth here. Sonic is the software giant's main flagship and the past games have lived up to that title. Unfortunately this game doesn't. In fact, it stops just short of being a pile of old tosh. Sonic himself is as fast and wonderfully detailed as ever but the levels are too short, there are practically no enemies, the backdrops aren't a patch on either Sonic 1 or 2, it's too easy and all in all, not worth the dosh.

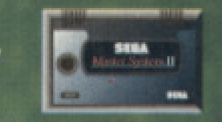
NEW MOVEMENT

Sonic and Miles are selected separately, and each has learned new skills since Sonic 2. Sonic retains his super spin ability. By holding the joypad down and pressing button B, he achieves maximum spin velocity immediately, which is useful for breaking down walls.
Miles is now able to fly by pushing up on the joypad with one of the buttons.





▲ *Robotnik invites the spiky hedgehog "outside".*





▲ *Sonic's rocket-powered footwear comes in handy here.*

ALL SOLES

Two new pieces of footwear are available to Sonic. Both are found in TV sets, much like the ten-ring sets. Picking up the rocket shoes gives Sonic a quick burst of flight. Sonic speeds horizontally, but vertical movement is possible. The second piece of equipment is the spring shoes. Sonic is able to bounce over dangerous areas and reach high rings in them.

▼ *Tails takes on a Robotnik guardian in this action-packed screenshot.*

COMMENT



GUS

Sonic's always been at the spiky edge of Sega's game technology, so it's a disappointment to see him let down by Sonic Chaos. The character is as fast and feisty as ever, but the layout of the game is seriously flawed. Most of the later stages look superb, and have some ingenious ideas, but throughout the question is 'Where are the enemies?'. There just isn't enough opposition. Even worse, it's so easy to get into the sub-games, you never get to see the substance of most levels. Think on this: I reached the final stage on my third go, with 14 lives and six continues! Let's give the hedgehog something more substantial to fight.

▲ *Tails is amazed at the lack of sprites on screen...*

EYE STRAIN

As with all Sonic games, the visual designers have really gone to town. Sonic's six stages depict a mass of styles and tastes. The starting point is the familiar Green Hill Zone. Later on is a city zone, complete with skyline; a bizarre mixture of palm beach and robotic, where the coconuts are made of metal; and an imposing castle. The final level is electronic spaghetti, which glows as Sonic is whisked down a set of conduits.



PRESENTATION

77

▲ Interesting attract sequence, choice of characters.
▼ The overall presentation is inferior to Sonic 2.

GRAPHICS

89

▲ Fabulous in some of the later levels, with great use of colours and even multi-level parallax scrolling.
▼ The first levels look dull, and the enemy sprites are poor.

SOUND

74

▲ Good enough tunes for the Master System.
▼ The sound effects are pretty cruddy.

PLAYABILITY

81

▲ Some bits of the old magic are there, especially when Sonic gets going.
▼ This is very similar to every other Sonic game, and even easier.

LASTABILITY

64

▼ Even the task of getting the emeralds is not going to stop most players screaming through this in days.

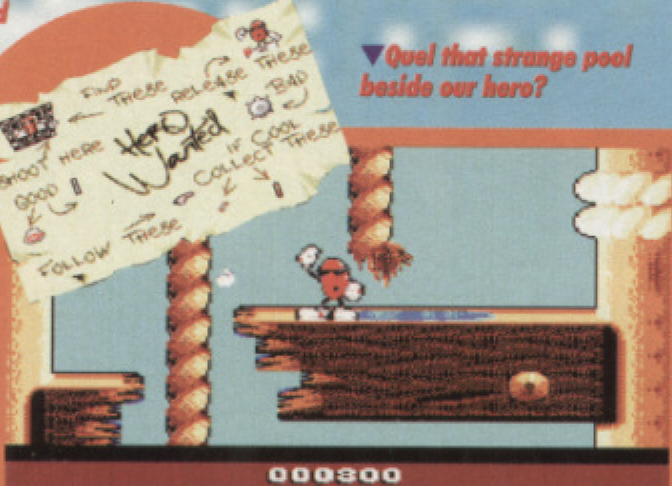
OVERALL



A very weak Sonic game that combines lack of originality with complete absence of challenge.



What a messy hand young Spot has.



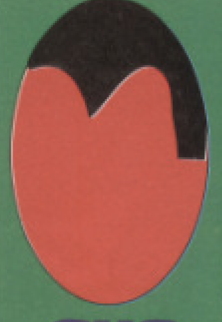
▼*Quel that strange pool beside our hero?*

COOL SPOT

In a series of coincidences so utterly improbable, they defy all description, all of Cool Spot's spot-like pals have somehow got themselves trapped in cages at the end of torturous platform levels. And the funny thing is, Spot has to collect a series of Virgin Games icons in order to unlock these cages! Isn't life extremely surreal when you're a flagship videogames character?

It doesn't take a genius to realise that you play the Cool Spot in question and you have to get those spots out of those cages. However, the question remains. How did those other Spots get into the cages and who put them there? It's a question not answered in this otherwise entertaining platform romp and remains to this day in the folder marked UNEXPLAINED in the files of Arthur C Clarke.

COMMENT



GUS

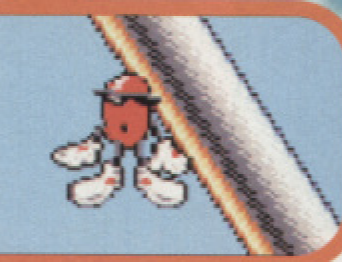
I agree with Rich. The graphics, scrolling and gameplay are all of a very high quality and compare favourably with the excellent Megadrive title. This isn't the best Master System platform game I've played, but it's still great fun and well worth a look.





CHECK OUT THE MEGADRIVE

The Megadrive version of Cool Spot has been out for ages and received a worthy 90% in MEAN MACHINES. It's a lot like this version, but with incredible graphics and far smoother gameplay.



BONUS FIZZ

Collect enough fizz during each level and you're given the opportunity to take part in the bonus game. The objective here is simple. Rush around the inside of a fizzy pop bottle, riding bubbles and suchlike, collecting fizz and searching for an extra continue.

SHELL SHOCK

▲ *An attack of crabs.*



COMMENT

RICH

I wasn't the biggest fan of the Megadrive version, but I did play it until I completed it. This Master System version is excellent, with smart graphics and decent enough sound. The gameplay is a tad repetitive though. A good game but not up there with the likes of Mickey Mouse I/II and Donald Duck.

PRESENTATION 80
Plenty of options to wade through and decent presentation screens.

GRAPHICS 82
Good scrolling with decent foreground graphics. Excellent sprites.

SOUND 77
Nice music hampered only by the Master System's sound chip.

PLAYABILITY 84
Very easy to get into and quite addictive.

LASTABILITY 79
Quite easy with very little variety in the gameplay.

OVERALL 82
A fast, very playable platform game marred only by the lack of variety between each level.

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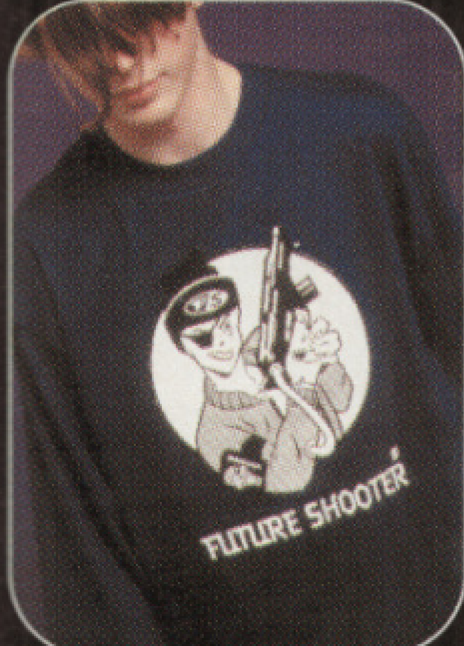






DESIGN A

DESIGN B



FUTURE SHOOTER

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KONAMI (UK) LIMITED TELEVISION HOUSE 269 FIELD END ROAD EASTCOTE MIDDLESEX HA4 9LS







PRICE	£29.99
BY	DOMARK
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIYM

1ST DAY SCORE

THIRD CAMPAIGN

ORIGIN

Electronic Arts first released Desert Strike on the Megadrive Domark bought the licence for the Master System conversion.

HOW TO CONTROL

The D-pad controls the direction and speed (forward and backward) of the chopper.

1 Fire machine gun. Press with B to launch Hellfire missiles.

2 Fire Aphid missiles. Press with A to launch Hellfire missiles.

S Activates the map info screens, displaying enemy types, locations and current mission status.

HOW TO PLAY

Cross the desert landscapes, destroying enemy installations to complete the set mission objectives in each campaign.

DESERT

Alert! Alert, if you don't mind ladies and gentlemen! A Middle Eastern dictator, General Kilbaba, has just invaded a neighbouring country and annexed it to his own so that he can steal its precious natural resources. If he gets away with it he'll be use them to further his plans for world conquest and then we'll all be sorry!

It's lucky for us, then, that the USA just happened to have a fleet of warships in the area to help kick out the invaders before they take total control. However, it's unlucky for you that you happened to be in one of those warships and now have to pilot a Desert Apache Attack Helicopter into terrain crawling with enemy ground artillery. Yep, danger with a capital 'D' awaits you as you undertake five campaigns, striking at his weapons factories, releasing his unfortunate prisoners and putting his entire military capability to the torch.

MEGA GAME



MISSION CONTROL



There are five campaigns in Desert Strike, each with an overall objective, but to accomplish that objective you need to complete a series of missions in each warzone. It's as well to attempt these missions in order as the they're cleverly linked. In the first campaign, for example, your first target is a pair of radar installations on the coast. If you skip these in the search of tank-busting glory you'll find that the radar has already picked you up and has passed your position on to the tanks so they'll be ready to knock your rotors off before you fire a shot. Do things properly, though, and enemy artillery will be unprepared for any attack and you stand a much better chance.



▼Knobbly knee contest in the Hawaiian ballroom at six.



▲ Something's burning in my pants!

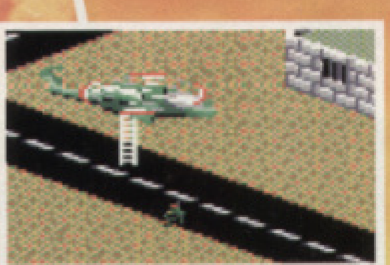
GUNS AND AMMO

The Desert Apache is equipped with three different weapons systems which more or less target themselves on anything within their range. The chain gun is really only useful against very soft targets (enemy soldiers, for example), but for tougher stuff you have a healthy supply of Hydra missiles and a small quantity of the much more destructive Hellfires which can take out a missile battery before it's even got you in its sights. Naturally, ammo is limited, so it's important to keep an eye out for weapons crates which are scattered around the landscape.



STRIKE

HEY! MR WINCH MAN!



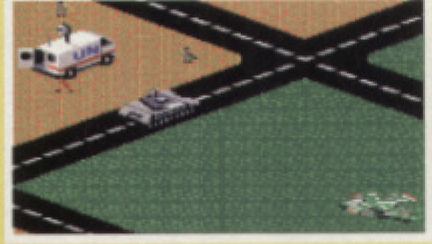
The Desert Apache has a two-person crew — you and a gunner/winchman who aims the weapons and operates the winch when airlifting supplies or people. Before the game you get to pick a winchman from a selection of officers who may be better at gunnery than winch operation or vice versa. There is one guy, though, who is excellent at both but he's been shot down and is stranded somewhere in the desert until you find him. He's worth tracking down though, as once he's on board he can get your gun to fire faster and he can make winching up supplies fast and easy — very important when you're surrounded by anti- aircraft artillery!

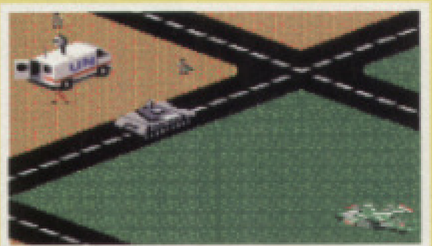
COMMENT



RICH

I'm one of the thousands who played Desert Strike for ages and found it to be one of the most rewarding blasts of its time. This Master System is virtually the same with the same blend of highly original shooting gameplay. What I like is that this game isn't totally reliant on reflexes — you need brains to in order to beat Kilbaba's cronies. I'm not going to beat about the bush — this is an excellent conversion and one of the best Master System games I've had the pleasure to play for months.





COMMENT



PAUL

Pshaw! What? Surely no programmer could coax the humble Master System into producing a decent conversion of such a monster shoot 'em up as Desert Strike? Surely...? Well, hey, wait a minute now, because this isn't bad — in fact it's excellent! Amazingly, just about everything that was in the Megadrive game has somehow been packed into this Master System cart. The great mix of blasting with strategy is all there, all the missions which start off easy and get really tough... I can't quite believe it. The graphics are ace, everything is ace. The only thing I can possibly fault is that I sometimes found myself crashing into buildings which I looked like I should have been clearing by a few pixels. But hey, for gameplay of this quality I can put up with that. All this pixel-death may not be in keeping with the spirit of Christmas, but Master System owners should put this at the top of their lists to Santa NOW!

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 92

▲Excellent range of options and in-game info displays.
▼Having to use the pause button to get those info displays is a little irksome.

GRAPHICS 91

▲Very impressive on the whole. Smooth scrolling, detailed sprites and buildings.
▼The helicopter sprite looks a little out of proportion.

SOUND 69

▲Pretty good title screen music.
▼The sound effects are annoying.

PLAYABILITY 92

▲An excellent blend of blasting and strategy which grabs you right from the start.
▼Collision detection between the helicopter and buildings is occasionally suspect.

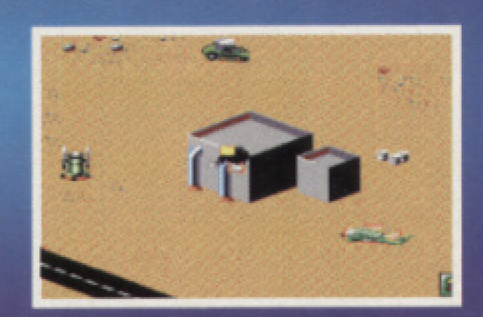
LASTABILITY 91

▲Starts off easy but gets very tough by the third campaign.

OVERALL 92

A tremendous conversion of an excellent game. The graphics and gameplay should go down a desert storm. No Master System owner should miss it.







SPID… THE …







PRICE	£49.99
BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINATE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY/MEDIUM

1ST DAY SCORE

COMPLETE NORMAL LEVEL

ORIGIN

A conversion of the Megadrive translation of the best-selling cartridge game.

HOW TO CONTROL

Use the jump button to cling onto walls. Press UP, attack and then jump to perform the Guilesque flash kick. Otherwise quite similar to the cart version in terms on platform action.

- **A** Attack
- **B** Webs
- **C** Jump
- **S** Choose web weapon

HOW TO PLAY

Swing around the city duffing up supervillains in search of the Kingpin.

This time the evil Kingpin of Crime has gone too far! He's devised his most cunning, evil scheme yet which has three goals: to destroy New York, to take over the world — and to destroy the Amazing Spider-Man once and for all!

After rescuing an old granny, Spidey comes home from a day of web-slinging to spot the Kingpin making a TV broadcast — a transmission depicting Spidey as a criminal! What's more, the Kingpin reveals that a bomb has been hidden, a bomb powerful enough to level Manhattan! He says that the web spinner is responsible and offers an enormous reward for his capture. Gumph!

Pausing only to get a snog from his actress wife, Mary Jane, Spidey leaps into the night — his aim: to put an end to the evil machinations of the Kingpin — at any cost!

GET YOUR MAPS OUT

Before undertaking some crime-fighting, Spidey chooses where to go! This CD version of the game includes a map of New York where the web-slinger chooses his destination. All of the sights of New York are here, apart from the Statue of Liberty... In EASY and NORMAL mode, the super-villains' locations appear on the map. In NIGHTMARE mode, Spidey has to track 'em down.



SHOOTING OFF WHITE STUFF

Spider-Man's web shooters are his most valuable tools. He has one positioned on each wrist and can create virtually any web-related structure with them — in the comics at least. In the game, they are limited to these uses:







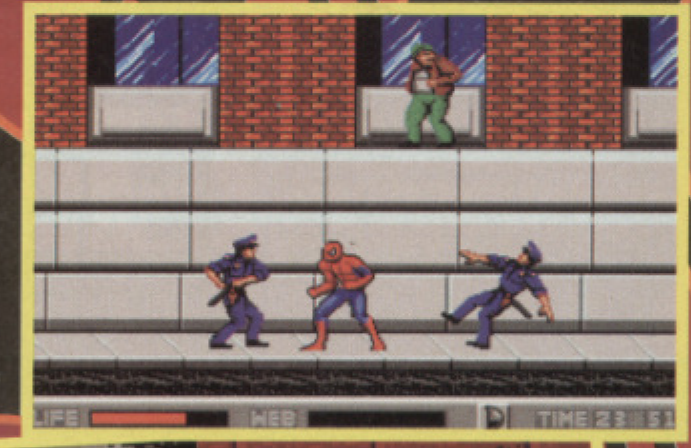
WEB-SWINGING: Spidey's means of crossing large distances in short times.

WEB-CAGE: Temporarily imprisons a foe.

WEB-SHIELD: Virtual invulnerability for a few precious seconds.

WEB-BOLO: Stronger version of the web-cage.

Spidey's mega-web attack in action!



Two cops and a mugger are no match for Spider-Man!

A big thanks to George at **ICE distribution** for the loan of the CD.
Contact him on 0302 340 079



ER-MAN VS KINGPIN



Spidey takes part in Mysterio's manical pinball!





SPIDEY LICENSERS PLEASE NOTE

Every Spidey game ever tones down his superhuman abilities. In this game, it takes four or five punches to deck a common punk. Considering that in the comics Spider-Man has tipped over a rail freight container ***by flicking it***, this seems a bit wrong. Why have thin walls blocking our hero's progress when he has the strength to punch through them with the power of an exploding mortar shell? How about having some of this power at the disposal of the player in the next Spidey game? These are Spidey's abilities as dictated by the guide to the Marvel Universe of comics. Perhaps one day, a Spidey programmer might stick to them.

Real Name: Peter Parker
Dual Identity: Secret

Height: 5' 10"
Weight: 165 lbs
Eyes: Hazel
Hair: Brown
Intelligence: Gifted
Strength: Superhuman Class 10 (*can lift up to 10 tons*)
Speed: Superhuman (*can run over land at 111 to 115mph*)
Stamina: Superhuman (*sustains peak exertion for up to a day*)
Durability: Enhanced human (*skin, bone and muscle augmented to make it stronger and harder than human; impervious to injury to a certain extent*)
Agility: Superhuman (*significantly beyond the natural limits of the human body*)
Reflexes: Superhuman (*virtually instantaneous*)
Fighting skills: No specific style, but a combination of his skills, agility, strength and equilibrium.
Source of superhuman powers: Venom from the bite of a radioactive spider.

COMMENT

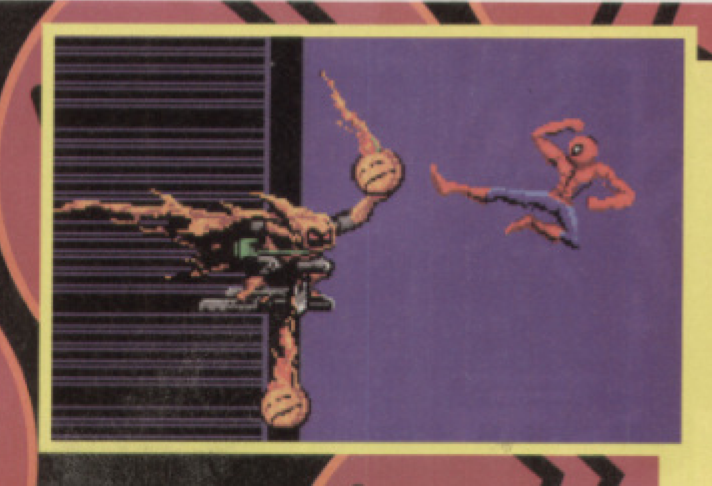
RICH

Sega's Marvel conversions at least try to capture the spirit of the comics. However, Spidey is still a bit of a weed (that's why I've included the Marvel Universe stats in this review — perhaps someone will take note) — those pesky rats and bats still sap loads of energy. Otherwise, this is a smart platformer — a bit easy perhaps if you've played the cart game, but there's a lot more variety and the amount of levels is just amazing. The music is a bit sad. Some bloke from Mr Big contributes a lacking rock track — sorry, I can't forgive Mr Big for producing "I'm the one who wants to be with you" (most derivative rock "ballad" ever?) and the tunes here are even more unoriginal. In fact, the tracks Sega add are far superior and don't have crap lyrics either! Still, getting back to the game, the graphics are ace and the gameplay is a lot faster than the cart version. The villains change the locations of their hide-outs with each game adding to the lastability. It's a nice game, and whilst not quite a megagame, is still well worth a look. Believe it or not, I actually bought it.



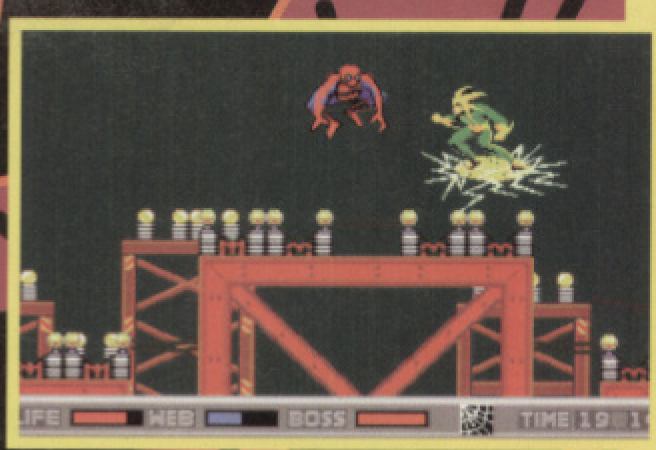






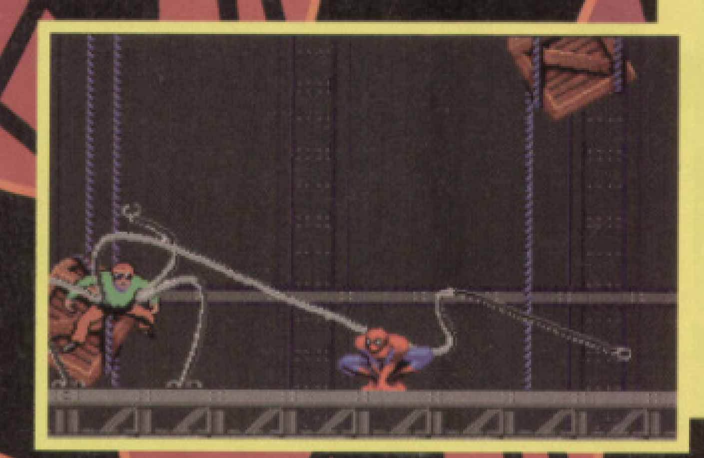
SUPERVILLAINS FROM HELL

A whole host of Spidey's most twisted opponents have been enlisted by the Kingpin. All the old favourites like Doctor Octopus, Sandman, Lizard, Hobgoblin and Electro rear their ugly heads. Also along for the ride are Mysterio, Vulture and of course, the evil Venom! Take them all on in order to track down the Kingpin!













COMMENT

Spider-Man vs Kingpin on the Megadrive remains one of the better platformers available to this day, despite its age. This CD version is expanded and refined in all areas and the standard of playability is raised as a result. Players now have greater control over Spider-Man's abilities with his new techniques adding to the excitement and asserting Spidey's cool. Of course it's a bit embarrassing to find this superhuman troubled by rubbishy little bats and other similar tiny creatures but I suppose this is all by the way when the game is so faithful everywhere else. Like Rich I'm disappointed with the musical accompaniment. It's like CD games are doomed to being laden with dodgy rock-guitar music for all eternity! Regardless this is a mighty excellent platform game and is presented so stylishly that it is hard to pass by. Ask Rich.

PAUL

CD/CART DIFFERENCES

The cart version of Spider-Man is an excellent platform game, but this CD version is a lot better with loads more levels, two more supervillains to dispose of, plus appearances from Bullseye and Typhoid Mary — two characters from the Daredevil comics (also a bit tricky to defeat — the comic Spidey could pulp those two with one punch!). Spidey has more moves (including a Guilesque somersault kick!) and is **a lot faster**. There are plenty of very amusing animated interludes as well. However, the cart version had players taking photos of supervillains in order to buy more webfluid (as if it's off the shelves in Boots). There's none of that in the CD game. We can't say that we missed it, though.

PRESENTATION

90

▲ Nice animated introductions, decent instructions and a fair smattering of options.
▼ The loading time of each level becomes annoying.

GRAPHICS

84

▲ Some awesome sprites for Spidey and the supervillains.
▼ The backdrops range from great to a bit poor.

SOUND

83

▲ Awesome QSound soundtracks courtesy of Sega .
▼ Forlorn song from someone from Mr Big that is utterly poor. Sad lyrics abound.

PLAYABILITY

90

▲ This plays a lot better than the cart version. Fast and easy to get into and instantly addictive.

LASTABILITY

80

▲ Very difficult to complete the game with all 21 Spidey covers in NIGHTMARE mode.
▼ Easy to complete in NORMAL mode and NIGHTMARE modes.

OVERALL

87

A great improvement over the cartridge version, with loads more levels and variety. A tad too easy though.



WHEN IT'S OUT, IT'S IN.
SONIC THE HEDGEHOG
SPINBALL
PLAY BEFORE YOU PAY IN THE
GAMESMASTER ZONE
LATEST RELEASES

HE'S JUST FOUND SOMETHING NASTY IN THE CUPBOARD...

36778894897 2347659874576 4576789998741 4590091241100 4681120044438 1120969255921 9907567986544 0166648

Brace yourself for the battle of your life.
Since the arrival of the self acclaimed Emperor Boss - the megalomaniac to top all maniacs, the galaxy will never be the same again.
The once peaceful Nebulan inhabitants have become hardened warriors, sorcery sourcing wizards and mutated fighting machines.
You must choose two champions to defeat the forces of evil in the four Barcode Nebulan Eras, before facing old misery guts himself - The Boss.
With the awesome Barcode Battler you can play against 120 computer generated foes or beat the pants off your simpleton friend.
Create your own superheroes by cutting out the barcodes on everyday products. Who knows, the barcode on the magazine you are now reading may have more power than Arnie, Robo and Termie put together!



MEGA BLASTER

BARCODE BATTLER

NINJA STAR

A lethal weapon which demands skill, patience and, most important, perfect timing. Send it spinning at the enemy when the Battler spirit is with you and the effect can be devastating. Time it wrong and the star may harmlessly bounce off their defences.

DARMAN

CARD BATTLE SYSTEM

BARCODE BATTLER

0095438287654 67849003467

You've got everything you need to play all three modes, including an Instruction Booklet and Battle Manual in the Barcode Battler Pack. Which just leaves you to hotfoot it down to your local Barcode Battler store and demand: "Free the power or the sad cashier gets it!"

Free the power!



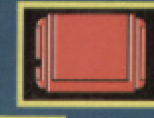
CUT OUT AND TRY YOUR LUCK!

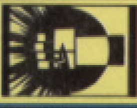


TEENAGE MUTANT N... TURTLES TOURNAMENT FIGHTERS



1-2 PLAYERS





PRICE	£49.99
BY	KONAMI
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3,5 OR 7
SKILL LEVELS: 8
RESPONSIVENESS: DODGY
GAME DIFFICULTY: HARD

1ST DAY SCORE

45,000

ORIGIN

The Turtles started as anarchic comic strip, then became sanitised captives of the toy and video gameindustry

HOW TO CONTROL

The joypad moves the characters left and right, jump and duck and various combinations of button produce different moves.

- **A** Punch, upper weapon
- **B** Kick, lower weapon
- **C** Taunt
- **S** Pause

HOW TO PLAY

Face each of the clone creatures in a variety of locations. Survive the round with the most energy.

The turtles are relaxing in their hideout in New York, eating pizza and gettin' down. The thought that their mentor, Splinter might be in danger from the evil Krang never crosses their minds.

Meanwhile, in a distant sewer, the boss is in danger from the evil Krang. So much for intuition. The horrifying fact is relayed to the amphibious crime fighters as they are sitting down to watch Neighbours. Disturbed, they listen as Krang demands they come to fight for Splinter in Dimension X — a horrible paradox in space somewhere between Anne and Nick's studio and Cheadle Hulme. There Krang has created clone turtles who fight with the same powers as the brave band. Only the help of the Turtles' four pals, including April, will help them now.

MEAN AND GREEN

The four turtles provide the backbone of your fighting force. Each of the Renaissance painters has his distinctive weapon and set of moves. Some characters are more adept than others.

RAPHAEL

Raphael carries finger knives, and proves to be the most versatile turtle fighter. He steams across the screen as a turtle torpedo, knocking opponents for six. From the air, his windmill attack is a mass of spinning knives. He even has a fast long-range attack — a sharp knife fireball.





DAGGER FIREBALL





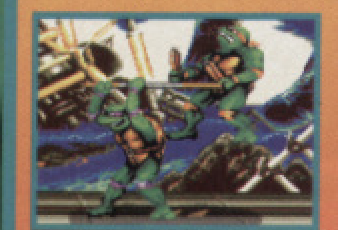
SPIN TORPEDO

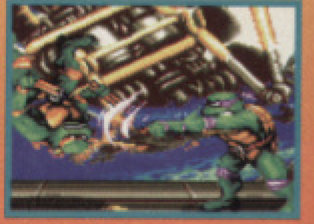


▲ *Right, you asked for — I'm taking Donald for a walk.*

DONATELLO

Donatello uses a quarter-staff, useful as both a short-range throwing weapon and a middle-range jabber. A quick flick to the side launches Donatello's staff wave, a powerful but slow-moving missile attack. Close up, Don uses the staff as a pivot to hurl opponents over his back. His last move is a back flip, where his staff prevents any airborne attack.





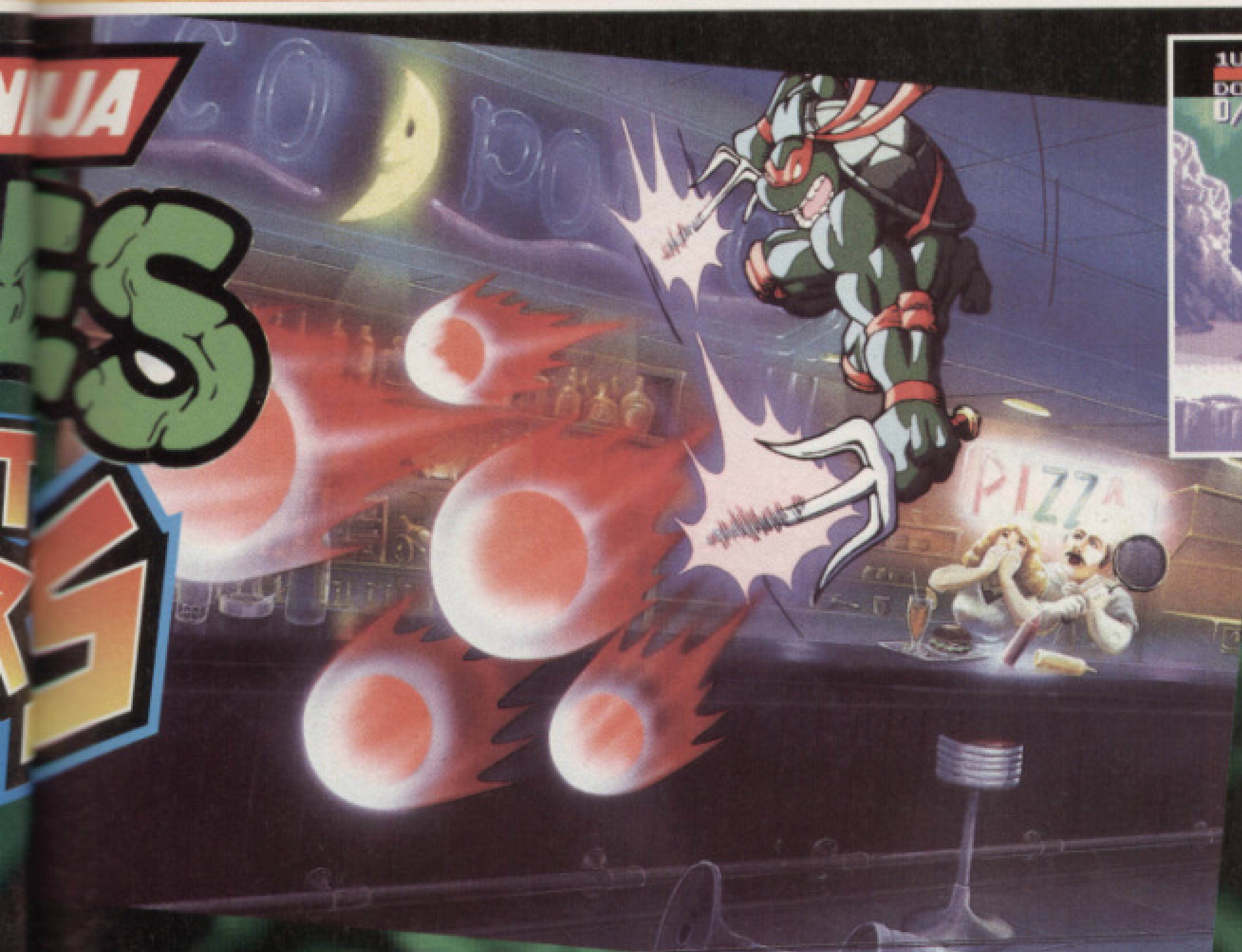
STICK THROW





VERTICAL FLIP







▲ You just can't get the staff these days.

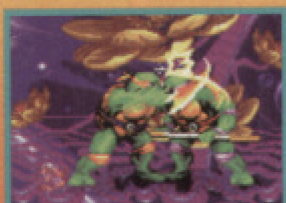


▲ Fancy a galaxy, or a milky way.

MICHAELANGELO

Speed is Michaelangelo's main weapon. His special attacks are characterised by the Nunchaka rush, an in-your-face dash, with the deadly sticks. The chain sticks are also capable of producing a fast ground-hugging whirlwind, which is effective over a long distance.





SPEED DASH





TORNADO

LEONARDO

Leonardo carries two lethal blades, which work in unison. His most devastating move is much like Ryu's Dragon Punch from SF2, using the blades in a slashing spin. Leonardo has a good long range attack: by striking the ground with his blades he sends a lightning tremor along the ground. Finally, Leo turns into a tornado, whipping his opponents into a frenzy.





DRAGON PUNCH



COMMENT

GUS

The Turtles may fight valiantly against crime, but Konami face a bigger battle flogging four toy characters that are as dated as Melvyn Hayes and Una Stubbs in Summer Holiday. The Turtles should have packed off to Shady Pines retirement lagoon aeons ago, but the games industry always knows how to flog a dead 'My Little Pony'. The game behind the license is quite good, but with qualifications. The turtle graphics and animation are good, but the weird backdrops don't always work. Some of the moves are superb, and the game's really fast, but the main play problem is the response. The delay between command and action makes combos hard, and that's compounded by the ridiculous early difficulty level. This game really has been pitched far too hard on the easiest levels. Despite this, I think adept Street Fighters will find this a better game than Mortal Kombat, but only just.

MESS WITH THE REST

The other four fighters are a melange of fighting styles, and maybe not as initially attractive as the green-backed warriors. Apart from Casey Jones, they all fight unarmed.

CASEY JONES

A sinister mad axe-man type, replete with hockey mask. Casey's a dab hand with the hockey stick, and also has an incredibly sneaky attack, using his taunt button. By pulling down his places a time bomb!



RAY FILLET

Ray is a curious aqua-person, a mutant manta ray type, and indeed he has a ray attack, which moves very slowly but packs a major punch. He also has a torpedo attack, but again one which is slow.



APRIL O'NEILL

April is unlikely to get abducted this time, as she has some incredible attacks. Both her shoulder rushes are blindingly fast. Her hand-slap is also a useful barrier weapon.



SISYPHUS

This overgrown cockroach isn't a pleasure to control. He concentrates his attacks on his head mounted horn, either flying across the screen or shaking it vigorously. He also has the



FINGERING

Only two buttons on the joypad have a serious use in Tournament Fighter. The third is a taunt button, used for issuing rude challenges to your opponent, only advisable from a distance!

GALAXY TRUFFLES

In tournament mode, the planets are played through in sequence, but practice and two-player games give you the option of picking some of the weird backgrounds on offer. These range from gruesome worm heads, to Ice Station Zero and the Jungle Planet.

COMMENT

PAUL

Look — let's just forget that this gang of turtles and their pals are out of fashion and imagine we're seeing them for the first time, okay. In this frame of mind the characters presented in tournament fighter make for a cool Street Fighter II clone and are far more exciting than any digitised images of no-good actors. There are some clever moves that, with accomplished animation, look spectacular. The fighter sprites are large and each planet's combat-arena projects a unique atmosphere. What is important is how Tournament Fighters compares to its competitors. Well it's no Street Fighter II but the turtles give Mortal Kombat a run for its money. There is small scope for killer combos and the action sometimes slows when certain moves are performed. It's not the knockout title I'd hoped for but I recommend it nonetheless.

PRESENTATION — 76

▲A two-player option, a choice of round backdrops and some difficulty levels.
▼It's suspiciously hard to detect the difference in the skill levels.

GRAPHICS — 84

▲ Nice sprite animation, and some visually impressive attack moves. Most of the backgrounds are neatly drawn.
▼The game has a gloomy, fuzzy appearance .

SOUND — 67

▲ Some good music in each of the rounds. Lots of effects.
▼Most of the speech and effects are very crackly and poor. Rotten impact sounds

PLAYABILITY — 81

▲ Very fast, and with an intriguing array of moves for each player. Good for two players.
▼The characters don't respond immediately, which is a big problem.

LASTABILITY — 75

▲ The game is very challenging, though this is an ambivalent feature.
▼There are only eight characters to control.

OVERALL — 79

Does not even begin to scale the SF2 pinnacle, but offers some fast fighting action, and a new game direction for the terrible terrapins. Although some gameplay flaws exist.

When it comes to speed Wiz 'n' Liz take on all-comers – and leave them standing.

They're the greatest magicians on the Planet Pum, their spells are truly amazing, their huge collection of pet wabbits, legendary.

But now everything's gone wrong. In a rash moment of mis-spelling they set their beloved wabbits free and now it's a race against time to capture them.

With exploding wabbits, a crazy cauldron, hundreds of spells and the fastest gameplay ever, Wiz 'n' Liz's frantic Wabbit Wescue will kick your video gaming into warp speed.

Catch them now on Amiga and Mega Drive – if you can.

Need help? Call the Wiz 'n' Liz spell line.

"The two player game is everything that the jerky, fuzzy head-to-head option on Sonic 2 should have been."

MEGA

"Fantastically fast and furiously funny."

MEGA DRIVE ADVANCED GAMING

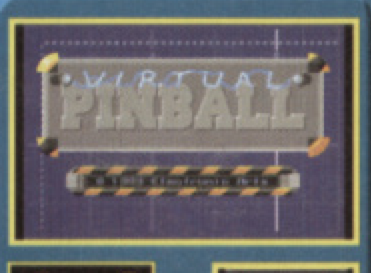
"It's one of the fastest things since pre-puberty."

DOMINIK DIAMOND, SMASH HITS



FROM THE UNITED STATES OF PSYGNOSIS

VIRTUAL PINBALL







PRICE	£44.99
BY	EA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 4
SKILL LEVELS: 4
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

99,999,999

ORIGIN

The game of pinball and a rather tenuous link with virtual reality.

HOW TO CONTROL

Use the D-pad and the C button to control the left and right flippers of Virtual Pinball tables. Tables are created by using the D-pad to position parts and the A, B and C buttons to place them.

A Launches the ball.

B Tilts the table.

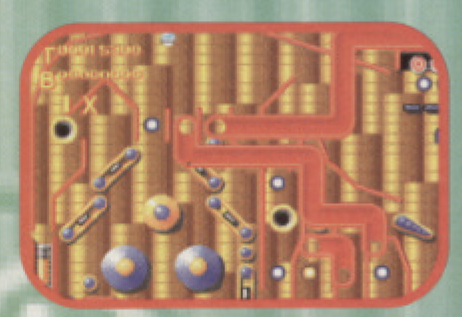
C Employs the right-hand flipper. (The D-pad controls the left-hand one).

S Starts and pauses the game

HOW TO PLAY

Rack up points by bouncing a Pinball around a variety of Pinball tables. Create some tables of your own and do the same all over again.

A virtual anything suggests that whatever is an almost something or another. Virtual Pinball from Electronic Arts harbours the potential for an infinite variety of Pinball tables, all of which are created by the player. Though a small selection of fully functional tables are readily accessible, the real fascination with this promising new cart lies solely with the avid Pinball player's vivid imagination. Design the kind of tables that even Tommy could not imagine using parts from a selection of fifteen components, allocating them to tables chosen from a list of ten board types.



Money, money, money, must be funny, on a pinball table!

COMMENT



PAUL

Each time a Megadrive pinball game is released the question of how it fares against Dragon's Fury is raised. In this case Tengen's monster scorches Virtual Pinball into ashes! Virtual Pinball presents such a barren interpretation of the game that it's just no substitute for the ambitious design of its biggest rival. Even the analogue tables being played in the arcades of late are far more imaginative. Hardcore pinball fanatics might find something to amuse them within the confines of the workshop but even then the options are limited. It is likely that a title such as this could fare better on the PC formats where there is no such thing as Dragon's Fury or even Crue Ball, however console owners generally expect to gain some excitement from their games. Virtual Pinball offers very little — in my opinion it's just plain boring.

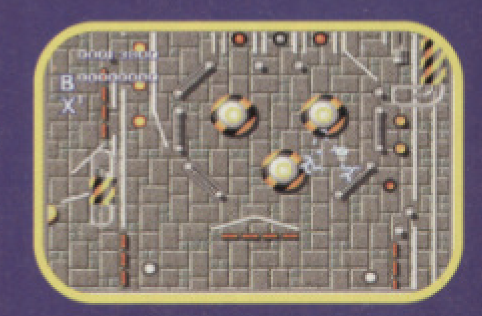
FLAVOUR FAVE

It's hard to concentrate on a game of Pinball when some fool has their stereo blasting music that isn't to your taste. In appreciation of this problem Virtual Pinball allows players to select a groove before play. There are eight soundtracks to choose from, one of which is the golden sound of silence. Interesting, eh?

BUILD ME UP

The preconceived tables presented in Virtual Pinball serve to demonstrate the basic features available to the player. It's as well to have a few goes on these first and take note of the way things work for reference during construction of a personalised table. There are two basic elements to consider before work begins:

THE BOARD: With a choice of ten different boards on which to roll the silver ball the player is somewhat spoiled for choice. Not that it matters as the various surfaces don't affect the trajectory of the ball one bit. So it's just a case of choosing the look that suits you.



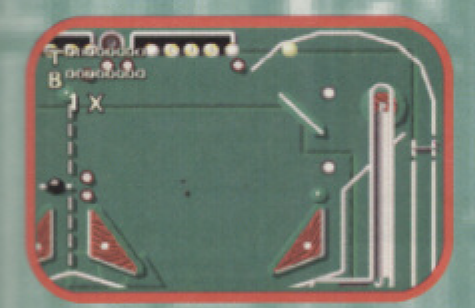


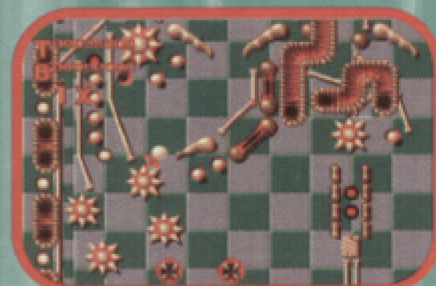
TOOL

Construction of the custom tables is carried out with the aid of a tool. This saves a player's virtual fingers from rummaging around a virtual shoe-box for parts as the tool stores every conceivable item in its memory! Once a part is selected the tool is moved around the empty table in search of suitable places to drop things. Any mistakes are easily rectified by means of the tool's blaster facility.



▼ *Hit all the targets at the back of the screen and ... nothing happens!*

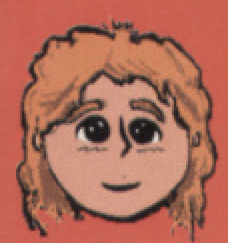




▲ *Gore accessories on a bathroom tile background — the ultimate in interior design!*

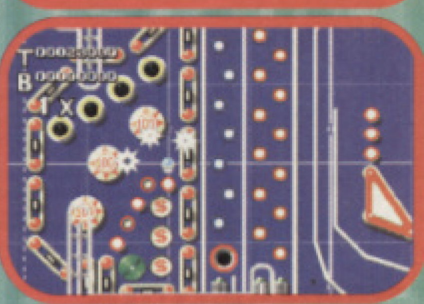


COMMENT



LUCY

With real pinball nowadays you get loop-the-loops, bonus levels, and all sorts of bits and pieces and I'd expect a Megadrive pinball game to emulate this. Virtual Pinball sadly doesn't. It has okay graphics, lots of different tables and a whizzo workshop mode with which you can dream up your own table by adding more flippers, walls, lights, barriers — the works. However, even with your own table you're still stuck with the same 'flip the ball and keep it in play routine' and little else which doesn't provide much of a thrill. When you've got excellent games like Dragon's Fury on the scene, you can only mourn the fact that EA put something like this out. Sorry EA, a really, really clever idea, but one that just doesn't work.



PRESENTATION

70

▲ Loads of options allowing you to alter all aspects of the game
▼ It's very unattractive though.

GRAPHICS

69

▼ Quite dismal — flat and dull and utterly lacking in inspiration.

SOUND

46

▲ All the New Romantic style music a player can handle....
▼ ....Which isn't much. The sound effects aren't up to much either.

PLAYABILITY

55

▲ The flippers are responsive.
▼ The game is boring. Constructing a customised table is a chore and a half.

LASTABILITY

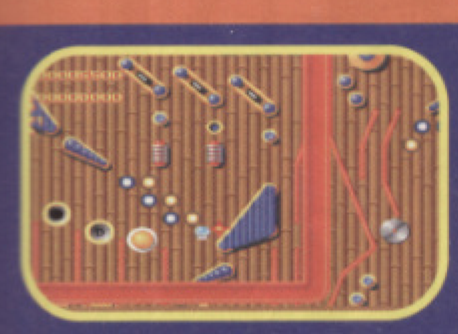
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▲ There are endless permutations for tables available in the workshop.
▼ With no surprises in store and no rewards for skillful play the game isn't very enticing.

OVERALL

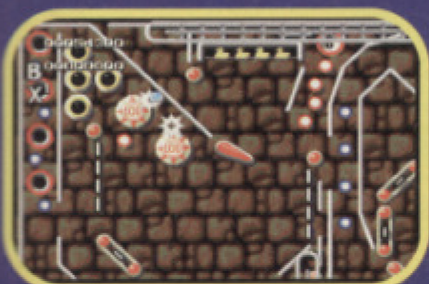
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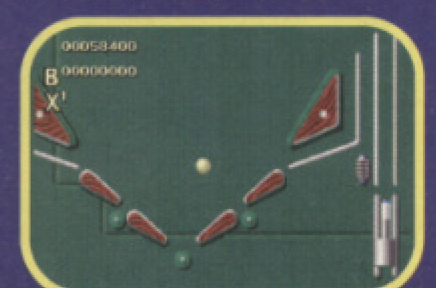
A dull video-game rendition of Pinball that is both unimaginative and uninspiring. Buy Dragon's Fury instead.



PARTS: Considering that parts include such essentials as the launcher and walls it's safe to say that a game is strictly no go without them. In Virtual Pinball it is possible to alter the look of the parts to one of six styles. These range from 'Classic' — ie the most common — to 'Gore' who's party-piece is emitting blood when struck. Bleugh!

▼ *That deaf, dumb and blind kid sure makes a mean pinball ! Or somthing like that anyway!*







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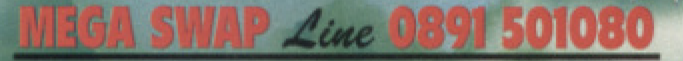
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RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: THREE
RESPONSIVENESS: SHARP
GAME DIFFICULTY: EASY

1ST DAY SCORE

REACH LEVEL 5

ORIGIN

McDonald's Treasure Land is programmed by the team responsible for Gunstar Heroes. 'McDonald's is a chain of fast-food restaurants.

HOW TO CONTROL

Push LEFT and RIGHT on the D-pad and Ronald walks in those directions. Push DOWN and Ronald crouches. Push UP and DOWN when Ronald is using his scarves to make him rise and fall.

- **A** Use scarf
- **B** Use magic
- **C** Jumps
- **S** Starts and pauses the game

HOW TO PLAY

Guide Ronald McDonald through the five stages of this platform game, defeating his enemies by sprinkling them with magic dust.

Being a magical kind of person Ronald McDonald he of the ginger wig and yellow overalls is surrounded by magical things. He goes for walks in a magical forest, hangs about a magical town and holidays on magical islands. Pretty much everything he touches becomes something rather special too. So when he discovers a piece of paper at the foot of a tree in the magical forest it takes the form of a treasure map. Actually it's only a quarter of a treasure map. The missing pieces are who knows where, but Ronald has a pretty good idea where to look.

Yes, the thought of a game featuring Ronald McDonald is a bit cheesy and may require an extra pinch of salt on your regular fries to digest. However the license is being handled by Treasure, the same people who programmed Gunstar Heroes, making this menu of fun instantly more appealing. One player controls the clown in his search for the missing pieces of the map through a five stage platform adventure.



▲ *Ronald is caught short as a robot fish streaks by.*



HAPPY MEALS

Diamond-geezer Ronald McDonald's health is displayed in the form of jewels. He begins his quest with four and, by finding extra jewel containers, may increase this number to eight. Ronald looses a jewel each time he is hurt in some way but is able to regain them by collecting rings. A jewel is rewarded for every two gold and every three silver rings.





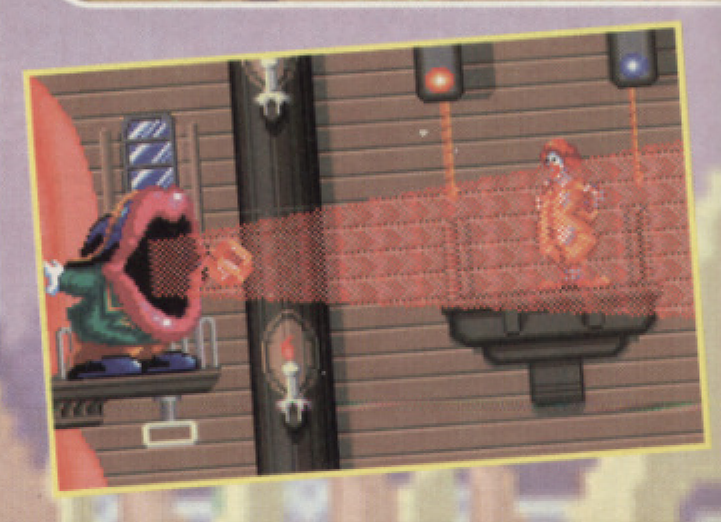


OPEN ALL HOURS

On his travels Ronald encounters strange little shops. Of course he is unable to take advantage of their wares until he has earned some cash. This doesn't prove too difficult as money is readily available. It doesn't exactly grow on trees, rather it just sort of hangs about in the air in many places waiting for passers-by to collect it. Here, then, is what to expect from the shop keepers who are obviously great fans of McDonald's.

Special Offers: This is Ronnie's chance to stock up as many extra continues, 1-Ups and magic-upgrades as he can afford. replacement jewels and their containers also line the shelves as do the rings which power them.







McDonalds Treasure Land Adventure



▲ Games action ahoy in this action packed screen shot





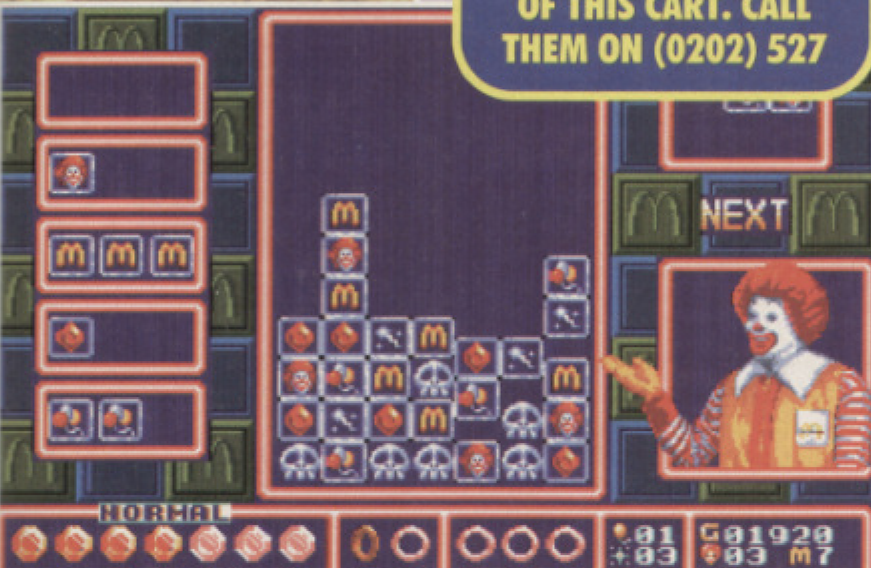


▲ Games action ahoy in this action packed screen shot



Free Games: For 200 credits Ronald gets to play a variation of Sega's Columns game, only here the shapes resemble those of the many icons found throughout Treasure Land. For every row of three identical icons formed Ronald receives the benefit of that icon after leaving the shop.

THANKS TO THEVIDEO-GAME CENTRE FOR THE LOAN OF THIS CART. CALL THEM ON (0202) 527





HANG-KERCHIEFS

Not only is Ronald light-hearted but he's extremely light weight. As a direct result of this he is able to hoist himself around on a string of scarves which he keeps tucked inside his trousers. Players shouldn't form too light an opinion of this ability as some areas of Treasure Land are virtually closed off to Ronald without his skills in this area being finely honed.

COMMENT



GUS

At first I found the cuteness and sweetness of the game nauseating, but I grudgingly began to enjoy the whole affair just because it's so well programmed. Although Treasure haven't added anything new to the game genre, there are tons of ingenious ways of presenting it within Treasure Land, and some great effects. The question is: Why? All this effort has gone towards a derivative game that is far beneath the talents behind it. Above all, the game is far too easy for most players, with the inclusion of a password system. Pretty and impressive and ideal for very young kids.

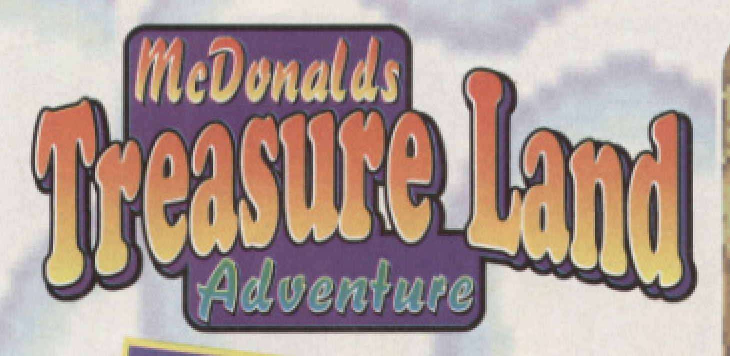


▲ Ronald practises his Red Hand Gang intro exercises.



LONG TERM REPORT		BREAKDOWN	
HOUR	5/5	STRATEGY	2/5
DAY	5/5	CHALLENGE	2/5
WEEK	3/5	ACTION	3/5
MONTH	2/5	REFLEXES	2/5
YEAR	1/5	ORIGINALITY	2/5





ABRACADABRA

Ronald makes his enemies disappear faster than you can say 'have a nice day' and does so with the aid of his magic fingers. This is a slight-of-hand skill developed by Ronald during his long and illustrious career as the man synonymous with hamburgers.







▲ The McDonald's menu is a tad different in the game itself.

▼ Our hero seems to be enjoying what must be the most enormous enema in history!

COMMENT



PAUL

Ignoring the misguided choice of Ronald McDonald as this game's heroic figure Treasure Land is actually quite rich in ideas and more or less superb. Gunstar Heroes stands as an awesome demonstration of this development company's talent and the fruits of their fiery imagination is further demonstrated with this, their second release. Ronald makes for quite a versatile if slightly cumbersome hero and his use of scarves as an improvised rope is especially cool. Regrettably it doesn't take much more than a day to savour all the game has on offer. Since the desire to see all Treasure Land has in store is irresistable the inclusion of a password system makes a speedy completion of the game inevitable. This is a class product, it is imaginative, wild and has original features too. With more challenge and a larger number of levels to explore Treasure Land may well have lived up to its namesake. Instead it's better that a person's small fortune is reserved for something more robust. However the game's still worthy of attention for its novelty value alone.



PRESENTATION

83

▲ An excessive amount of story-boarding/plot relating is in evidence. The game has a nice feel.
▼ The password system would be useful if it was not so damning.

GRAPHICS

90

▲ All sprites and backgrounds are presented in crisp detail and feature spectacular use of colour and special effects.

SOUND

85

▲ Musically this cart is pretty cool. The sound effects are chirpy and amusing.
▼ Not enough to blow anyone's red and white stripey-socks off.

PLAYABILITY

84

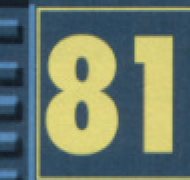
▲ The game is great fun and there are many surprises in store. Ronald McDonald makes for a surprisingly amusing character to control
▼ PLATFORM-GAME OVERLOAD!

LASTABILITY

66

▲ Because Treasure Land looks so cool the game is worth digging up every once in a while just for a look.
▼ Too easy.

OVERALL



Why on earth Treasure would want to devote so much effort to a game only to make it so very easy is a mystery. Yet this they flippin well done did!



The Jun





1 PLAYERS

PRICE	TBA
BY	VIRGIN
RELEASE	TBA

OPTIONS

CONTROL: JOYPAD
CONTINUES: EARNED
SKILL LEVELS: 3
RESPONSIVENESS: SKILL
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Five levels complete

ORIGIN

The platform game genre is dusted down and has a Jungle Book facelift.

HOW TO CONTROL

The Jungle Book employs the derivative platform game control method. If need this little box of text to tell you about it, you're a bit thick.

1 Jump, jump!

2 Shoot

HOW TO PLAY

Guide Mowgli around the platform levels and complete each stage's main objective.

These years of being endlessly re-run on cinemas across the globe and not being released on video have taken their toll on Mowgli the man cub. There was a time when he was quite willing to jaunt around the jungle meeting all the nice 'n' nasty inhabitants and sing lovely songs like "Bear Necessities".

But no longer. Mowgli is a man cub on the edge, on thin ice, on the brink. Deciding that he's had enough, he packs his pants full of bananas and sets out into the jungle, dealing curved-fruit death to any of the jungle's inhabitants that see fit to attack him.

Apart from Mowgli's homicidal tenancies, this game is actually remarkably similar to the original Walt Disney classic. All of the excellent characters from the film are in there, either aiding Mowgli or taking the form of evil end-of-level bosses that Mowgli must annihilate in order to continue!

Sinister eh?



▲ *"Don't step on my bear necessities," pleads Baloo.*

BANANA SURPRISE

...And the surprise is that bunches of bananas often yield super-valuable power-ups. Look out for extra continues (disguised as leaves!), 1-UPs and extra energy. Perhaps the most useful power-up is the boomerang. Most jungle meanies take several hits to destroy. Collect the boomerang and only one hit is required to take out anything short of an end-of-level boss.

COMMENT



RICH

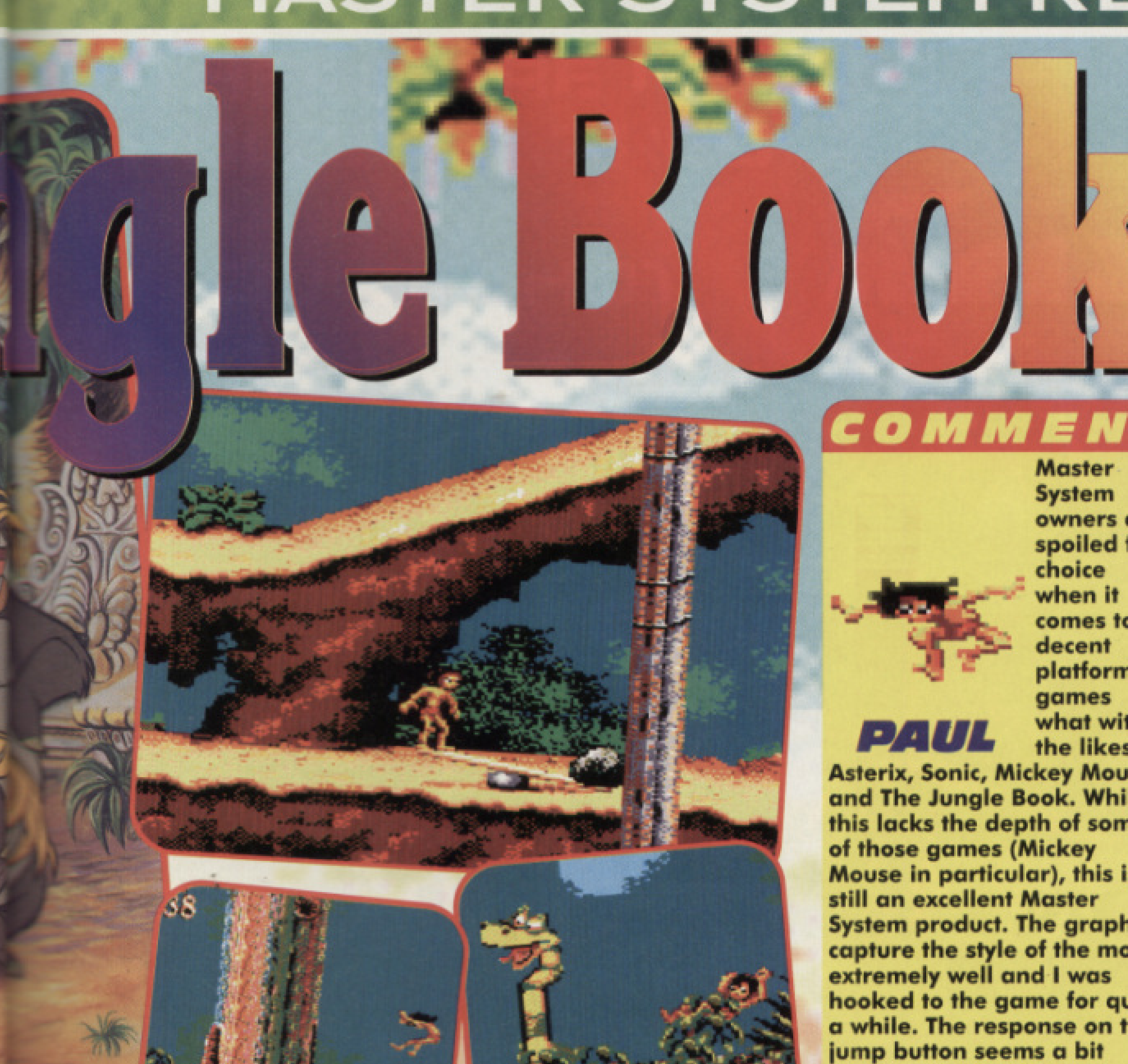
I can't say that I spend much time on the Master System. However, this month, there has been a veritable avalanche of quality 8-bit product. First Domark's Desert Strike, then Cool Spot and now The Jungle Book. This is truly excellent stuff, with some smart graphics and compelling gameplay. I even took this one home to play over the weekend. Although the kill-everything-that-moves gameplay is hardly in keeping with the gentle film, the action is fast and playable enough to bring you back for more. Once the controls have been sussed, the game is a bit easy, but I really enjoyed playing it. One of the best 8-bit games I've played in months.



▲ *This is a "be there" sort of picture.*



ngle Book



COMMENT

PAUL

Master System owners are spoiled for choice when it comes to decent platform games what with the likes of Asterix, Sonic, Mickey Mouse and The Jungle Book. Whilst this lacks the depth of some of those games (Mickey Mouse in particular), this is still an excellent Master System product. The graphics capture the style of the movie extremely well and I was hooked to the game for quite a while. The response on the jump button seems a bit strange and I died quite often until I got the hang of it. That apart though, an excellent 8-bit title and a credit to Virgin's program ming staff.

DESTROY! YIELD TO MY WILL!

Mowgli's trail of banana-devastation pits him up against some of the most lovable bosses ever devised for a videogame. The first boss to bite the dust is the hypnotising snake from hell, Kaa (the game's helpful instruction here is simply DESTROY KAA!). The next character on Mowgli's hitlist is King Louis himself. Take him on in his own palace, but mind the falling rocks!

THE BASICS

The actual gameplay involved in The Jungle Book is remarkably straightforward. At the beginning of each level, Mowgli is charged with a task to perform. This might be simply to collect eight gems, or just reach a certain part of the level. Once this is complete, Mowgli moves on to the next level. Huzzah!



LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■■□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	□□□□□
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■□□□□

PRESENTATION 78

▲A nice polished feel to the game itself, but...
▼Other than the game is unspectacular in the presentation stakes.

GRAPHICS 90

▲ Absolutely fabulous graphics capture the spirit of The Jungle Book film very well.

SOUND 78

▲ Okayish Master System renditions of the classic Jungle Book songs...
▼But the effects are a tad poor if the truth be told.

PLAYABILITY 88

▲The game is very fast and easy to get into, with the early levels teaching you the necessary skills to get through the tougher stages.

LASTABILITY 84

▲ Getting through some of the later levels takes some doing, and the interest level while you attempt this remains very high indeed.

OVERALL 88

A tad lacking in the depth department perhaps, but The Jungle Book is still an excellent platform game, well worth investing in if you're after a quality 8-bit product.

WIN A TOPPER HOLIDAY

WIN A MEGA FOUR-DAY BREAK WITH SONY

Sony are rather proud of their forthcoming Megadrive and Game Gear versions of the top-grossing Steven Spielberg movie, Hook.

Already out and about on the Mega-CD (where its combination of platform action and outstanding classical soundtrack received a warm reception from the MEAN MACHINES reviewing staff), it's bound to go down well with fans of the movie.

However, to business: Sony have stumped up a topper four-day break for one lucky family in Centre Parks at Sherwood Forest. All of the accomodation and activities are paid for by Sony. Centre Parks is a fab activity park where loads of sporting activities and water sports take place — Sony assure us it's not for the "faint-hearted". Sounds exciting eh?

In order to enter the draw for this superb holiday, answer the following questions and semd 'em in to HOOK IS ACE HONEST COMP, MEAN MACHINES, 30-32 Farringdon Lane, London EC1R 3AU. Get those entries in quick — by November 30, or we'll callously discard your entry.

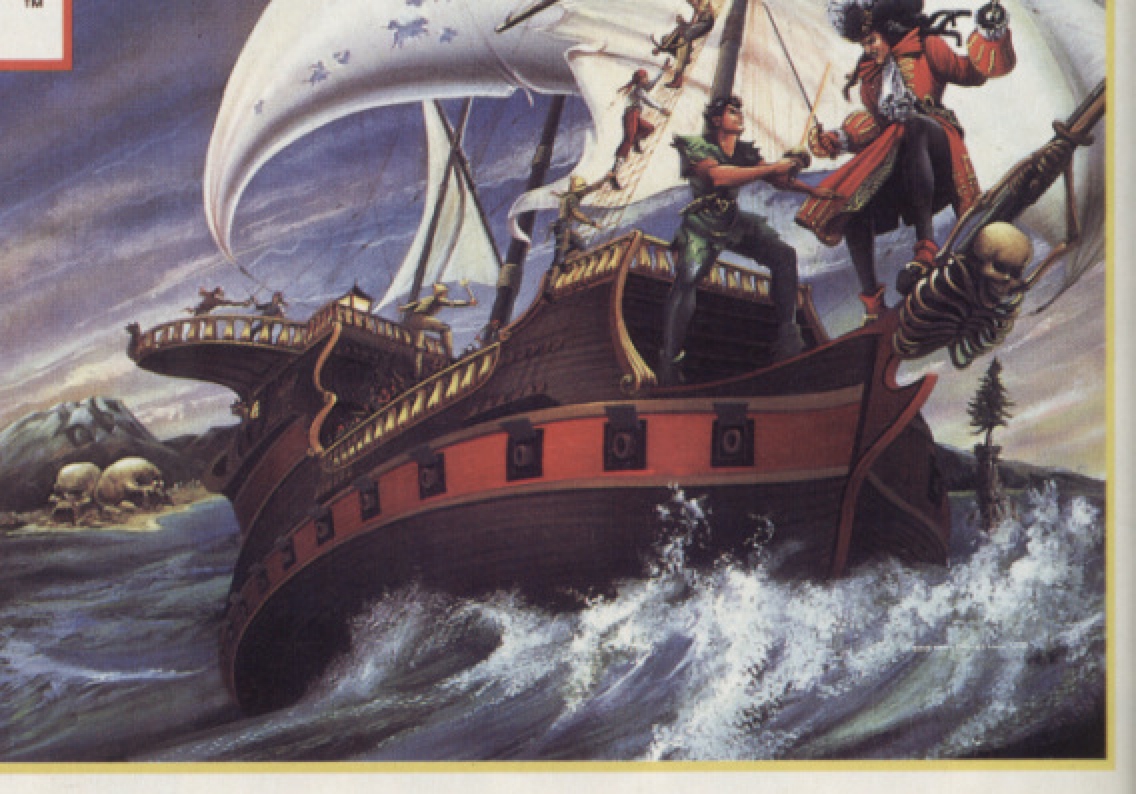
THE QUESTIONS

1. Who played Peter in Spielberg's version of Hook?
a. Robin Williams
b. Dirk Benedict
c. Mr T

2. Which millionnaire producer was the brains behind Hook?
a. George Peppard
b. Steven Spielberg
c. Dwight Schultz

3. What is the name of the evil pirate in Hook?
a. Captain Jean-Luc Picard
b. Captain Hook
c. Captain Cook





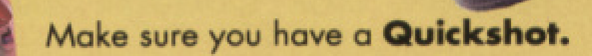
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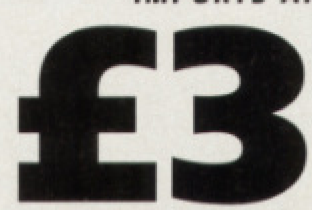


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PREVIEWS

DRA REV

The best pinball game ever seen on any system ever, Dragon's Fury has spawned a sequel — it's called Dragon's Revenge, it's from Tengen and it's looking hot.

What can we say? It's a pinball game and just like Dragon's Fury it has flippers — lots of them, flashing lights, bumpers, dark, atmospheric back-drops and loads of foul, festering creatures running about which you have to bash with a ball to gain access to the bonus levels.

There's even a storyline of sorts — some 'bint' wearing very few clothes, who's really a dragon has captured some good guys and gals (who are also wearing very few clothes) and stuck them in bubbles. They can only be rescued by your heroic self notching up the points and completing the eight bonus levels.

The bonus levels are very different from the Dragon's Fury ones — as you can probably see from these shots. Surreal art work (featuring more semi-clad beauties) and amazing scaling on the ball gives the impression of realistic perspective which is rather cool. The bonus tasks include bouncing balls off birds' (the feathered variety) bonces, smashing spiders and bizarre goblin types who throw their heads at you. Successful completion of a bonus level frees one of your chums from the clutches of the dragon and gives you a smart gold pinball which scores four times more points for a limited period when you return to the proper table.

There's been a bit of a glut of pinball games lately — Sonic Spinball and Virtual Pinball (both reviewed this issue) to name two but being complete pinball nuts in this office, the more the merrier. We'll bring you a full review of this one soon.



▼ *Plenty of spheres in Dragon's Revenge. Great ah?*







GON'S ENGE







▲ "You will yield to my power! Or... you will die! A ha ha!"





TINHEAD

Turbo-boosted robots seem to be popular heroes for console games and never ones to miss out, Microprose have chosen such a subject to star in their new Megadrive release — Tinhead.

Tinhead's task in this is four level, multi-sectioned platform jaunt is to thwart the plans of the evil Grim Squidge who is systematically pinching all the stars from the sky. Run, jump, cycle and shoot your way through the mass of baddies then leap on a space hopper or a unicycle or hook up to a jet pack to improve your progress.

The aim is to find the special star on each level then battle to the teleport to get onto the next section. There are bonus and hidden levels galore and more than one way to complete the game. Full review coming soon.

▲ Love to stop and chat guys but places to go, people to see. Blah, blah, burble, burble…

▲ As if I haven't got enough problems with this brain tumour and everything!

▲ There's nothing like a spike up the bum to make a robot careful!

▲ There's no stopping when you hit the slippery slope in life!

PLAYERS	1
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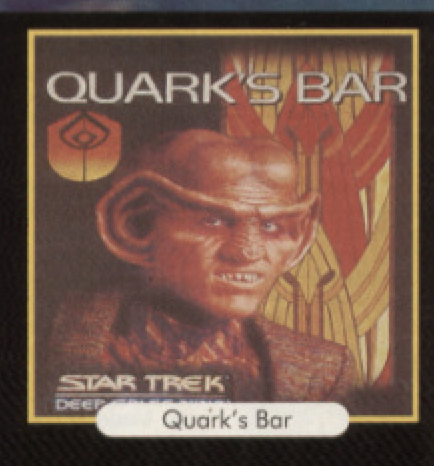
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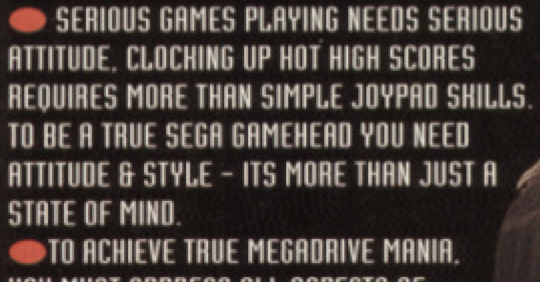
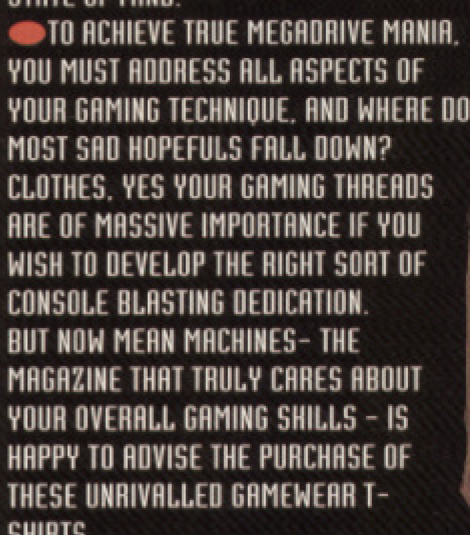
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MEGADRIVE for sale including Menacer set, Sonic 2, Speedball 2 + loads of mags and cheats. All fully boxed with instructions. FREE Sony Diskman, 2 Control Pads (1 Turbo), all worth £475 sell for £225. Excellent value. Phone (0734) 781987 and ask for Jamie. TODAY!

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UK MEGADRIVE (Good Condition) takes all cartridges, 6 Games: EA Hockey, Star Control, Golden Axe, Truxton, Magical Hat, Altered Beast. Two Joypads £135. Also Hitachi Ghetto Blaster with Super Woofer £40. Phone Matthew after 6pm Aylesbury (0296) 24340. (Price includes postage).

GAMEBOY + 5 Games: Tetris, Super Marioland, Dr Mario, Fortified Zone and Skate or Die. Comes complete with 2 Player Lead, Game Manuals and Magazines. Sell for £80. Call Das on 081-882 0031 after 4pm.

GAMEGEAR for sale + 3 Games only £80 Telephone (0707) 644367.

GAMEBOY for sale, 3 Games including Mario £30 ono. Telephone David Taylor on (0405) 862483.

NEO-GEO (Scart 60HZ), Joystick, Memory Card and Cross-swords £240 or swap for (Scart 60HZ), Jap Megadrive and Mega-CD. Telephone (0634) 235426.

SEGA Master System II, 8 Games, 1 year old, mint condition £150. Telephone (0602) 277409 ask for Adrian.

MEGADRIVE worth £400 selling for £195 with Jungle Strike, PGA 2, Super Kick Off, Road Rash 2, Lemmings, Golden Axe 2, Sonic, 2 Joypads (1 autofire), Games Rack, Cheats/Codes for above games. Call Will on (0223) 352663 for details.

SEGA MEGADRIVE for sale with 10 Games including Ecco, Speedball 2, EA Hockey, World of Illusion etc., also includes Japanese Converter, Arcade Powerstick, 2 Joypads, Games Holder and about 50 Magazines, vgc, all for £300 ono. Phone (0241) 59682.

ATARI ST with over 20 Games, Joystick and 2 Mouses, sell for £150 or swap for 5 Gamegear Games. I also will accept 4 Games and a Carry Case, must be in mint condition. Birmingham area. Phone 021-523 7202. Cheers!

MEGADRIVE and 22 Games for sale. Master System Converter, Infra red Joypads and much more, will sell separately or together. Games include EA Hockey, 2 Crude Dudes, Speedball 2 etc., games from 15 to 30 all worth over £900 will sell for £600-£650. Telephone Mike (0908) 318701.

MASTER SYSTEM II, Boxed, Mint Condition, 2 Joypads, 8 Games (including Sonic 2, Lemmings), Mags £115. Telephone Stephen on (0505) 690205.

M S CARTS, Transbot, Ninja, Global Defence, Spy vs Spy £10 each, all for £37 including free tips book. (0202) 603361. 6-8pm.

FOR SALE Street Fighter 2 and Krustys Fun House with free Universal Adaptor for £50 also for sale English Mega CD. Perfect Condition £175 to £200 wanted. Write to: Mathew Sawtell, 10 Little Walton, Eastry, Kent CT13 0DW. Buyer must collect.

MASTER SYSTEM for sale with 1 Joypad, Good Condition with 4 Games £40. Telephone (04750 638630.

MEGADRIVE with 3 Joypads, 5 Games: Sonic 1&2, European Soccer, Buster Douglas, Wrestlemania + Tips Book £130. Call (0784) 248805.

MEGADRIVE GAMES for sale. Road Rash 2, Wonderboy 5, Phantasy Star 2, Dungeons and Dragons, Bio Hazard Battle £25 each. Atomic Runner, LHX Chopper, Midnight Resistance, Elementac Master, Marvec Land £20 each. All boxed with instructions. Phone Dave on (0265) 832930.

ATARI LYNX 2 plus 6 Games, AC Adaptor and Carry Pouch as new cost £250 sell for £150 ono. Call James on (0242) 232257 after 7pm. What a bargain!

CHEAP GAMEGEAR + Games: Gamegear £50, Alien 3, Tazmania, Streets of Rage, Defenders of Oasis, Shinobi 2 £12 each. Berlin Wall and Sonic 2 £10 each. TV Tuner £35, MS Converter £5, Magnifier £5, Case £5, Battery Pack £15, Mickey 2 for MS £15. Phone 081-393 2082.

UK MEGADRIVE for sale plus 17 Games including Micro Machines, Streets 2, PGA 2, Madden '93, Desert Strike, EA Hockey, Lotus Turbo, Side Pocket, Speedball 2, Terminator 2. Plus 2 Joypads. Quick sale hence £375 ono. Excellent condition. Please ring after 6pm (0827) 331897.

FOR SALE Sega Gamegear with 10 Games: Sonic 1&2, Tazmania, Mickey Mouse, Shinobi, Donald Duck, G Loc and more plus Car Adaptor. Will selll for £110 ono or swap for Amiga 500. Phone Mark on (0737) 554101 (Surrey area).

MORE MEGADRIVE Bargains! Ayrton Senna, Wani Wani World, Klax, Volfied £20 each. Darwin 4081, Blockout, Castle of Illusion, Ghostbusters, Junction £15 each. Plus SNES Games: Lemmings £30, Smash TV £25, Birdie Rush £25. All vgc. Ask for Dave on (0265) 832930.

MEGA CD, 37 Carts including Jungle Strike, SOR 1&2, Road Rash 1&2, Tiny Toons and many more. Also 4 CD's including Final Fight, Master System Converter, Jap Converter, Action Replay Game, Genie 4, Joypad, Tons of Mags. All for £950 ono. (0592) 631056.

STARFOX FREE, Yes, Free, if you buy my Super R-Type for £30. Telephone 071-482 7374. Other Games available also.

GAMEBOY for sale with 8 Games also Headphones, Case, Light, Magnifier, Converter. All worth £350 but the price here is £210 ono. It is a bargain. Telephone (0460) 57495 ask for Piers. Evenings/Weekends.

MASTER SYSTEM, 28 Top Games including Sonic 1&2, Donald Duck, Asterix, Ms Pacman, R-Type, Galaxy Force, Italia '90, Time Soldiers, Outrun plus Loads More including Arcade Controller and Rapid Fire Unit. Offers around £350. Contact Neil 366 Bordesley Green, Birmingham B9 5NB. Be Quick.

MEGADRIVE with 16 Games, Sonic 2, SOR 2, Alien 3, Ecco, Mercs, F22, Eswat, Batman with Converter plus Powerstick and Joypad. Sell for £155 ono or will swap for Hand Held or Neo Geo. Telephone 071-482 7374.

AMIGA 500+ with 3 Joysticks, 2 Mice, over 80 Games, Diskbox with loads of Coverdisks etc., Cleaning Kit, Mouse Mat, and Dust Cover. All in Good Condition, easily worth £1000+ will accept £250 ono. Telephone Ian on 091-266 6312 after 12pm.

FOR SALE Megadrive Games: Altered Beast £12, Two Crude Dudes £25. Mint Condition. Telephone (0291) 689306 and ask for Robert.

MEGADRIVE Game for sale. Tiny Toons £20 to £25 or swap for PGA 1 or 2. Phone Daniel on (0272) 730624.

MASTER SYSTEM II for sale: 2 Pads, Light Phaser, and 11 Games including Fantasy Zone 1&2, Heavyweight Champ, Strider, Basketball Nightmare, Rescue Mission, Laser Ghost. Whole lot for £180 ono. If interested call (0494) 716257 ask for Chris.

SPECTRUM +3, 130 Games, Blank Disks, Tape Recorder, 2 Joysticks, WP Package £300 ono. Must collect. Contact Blair after 7.30pm (0737) 244282.

GAMEGEAR, 3 Games, Carry Case, TV Tuner and Adaptor £95. Other offers accepted. Also Intruder Joystick and a Snooker Table for sale and Mega Cd Games to sell or swap. Contact Nick on 051-644 9488. Wanted Mega Cd Games. Call Me.

SEGA MASTER SYSTEM, comes complete with 5 Excellent Games in Superb Condition, will sell for £80. Phone David on 081-524 4131.

MEGA CD and Megadrive, 9 Cd Games including Final Fight and Road Avenger, 16 Cartridges includes LHX, T2, Gynoug, Monaco 2, Menacer and Master Converter. All this boxed, demonstrated and delivered for £350 ovno. Phone (0344) 484542 after 6pm weekdays/weekends.

FOR SALE, Megadrive with 5 Games which includes Sonic, Green Dog, Toki, Risky Woods and Alisia Dragon, everything in original boxes and in great condition, worth around £250 but selling for £190 ono. Phone Matthew 071-791 0825. Buyer collects.

NES with 2 Control Pads, Zapper and 4 Games £55 ono or will swap for Megadrive. Telephone (0742) 890568.

SWAPS

MEGADRIVE GAMES to swap. I have 8 titles to swap including Lemmings. Phone (0292) 443555. Most games considered.

SWAP MEGADRIVE with 2 Controllers and 9 Games for Good Working Amiga 500+ with Games. Phone Stuart 4-10pm on 081-360 4175.

I WOULD LIKE TO SWAP World Cup 93 for the Master System for Williams GP on the Master System with Instruction Book and Case. Phone Daniel on 081-500 4843. I live in the East London/Essex area.

MEGADRIVE GAMES for swap - Golden Axe 2 or Streets of Rage 2 for Super Monaco GP 1 or 2. Telephone (0689) 836257.

AMIGA 500, 1 Meg, loads of Games, Joypad, Mouse etc., swap for Super NES with Games or £140. Phone John (0483) 428209.

BOXED MEGADRIVE with 8 Games, 2 Controllers, Games include Flashback, Ghouls n' Ghosts, Sonic 1 & 2. Will swap for SNES with 2 Joypads and at least 2 decent Games, or will sell for £200. Telephone Roger on 081-462 4598 after 5pm.

SWAP GAMEGEAR with 2 Games, a Master System with 4 good Games and a Commodore 64 with hundreds of Games for a SNES with 2 or 3 Games (preferably with STF 2). Phone Gary on (0422) 886207. Great Offer.

SWAP MEGADRIVE with 6 Games, 2 Joypads for an Amiga 600. Telephone Adam on 081-220 3513.

SWAP MEGADRIVE with 8 Games plus Turbopad and Boxed Arcade Powerstick. MD and Games are all boxed with instructions. I want American Super NES with 5 to 6 Games. Contact Ricky on 081-368 7486.

SPECTRUM FANS! I own a 128+2 with over 400 Games to swap. Many classics and also new games. Also wanted Multiface 128 - will pay £10. Write to: Kathryn, 2 Blagden Grove, Bishop Auckland, County Durham DL14 0RZ. Please send your games list!

MICKEY and Donald MD Game for MD Game Ecco the Dolphin. Ring Ashley (0237) 451872.

MEGADRIVE Sonic, Madden 93, EA Hockey, California Games for SNES with 3 Games. (0884) 33204.

WANTED any kind of Amiga with or without Games will swap for Megadrive with 9 Games plus 2 Joypads and 1 Joystick. Phone David after 8pm on (0282) 457812.

SNES WITH 4 Good Games in Mint Condition willing to swap for your MD with 6 Games. Call Ollie (0264) 357197.

ATTENTION Master System Owners! I'd like to swap Sonic 2 for Sonic 1. Ring Joel (0598) 3315.

MEGADRIVE WITH Mega Lo Mania, Kid Chameleon, Sonic 1. Swap/Part Exchange for SNES, 2 Games preferably Mario, Kart, SF 2. Telephone Ben on (0354) 692958.

SNES, 2 Controllers, Scope, Converter + Games to swap for an Amiga 500+. Telephone (0246) 201403.

I WILL SWAP my Megadrive with 4 Games (Sonic, Alien 3, Gynoug and Castle of Illusion) for Amiga 500 or 600 with some decent software and a Joystick. Phone Mark on (0452) 384485 between 6-9pm. Gloucester area only please as I'm without transport.

I WANT TO SWAP Streets of Rage 2 on the Megadrive for Super Kick Off on the Megadrive. Telephone (0840) 250636 ask for Simon after 4pm.

IT'S SWAPTASTIC! Swap any Sega Game for just £4 (inc P&P). Send your Game, your 3 Game choices, your Name and Address and a Cheque/PO for £4 made payable to "Paul Long" to: 40 Highcliffe Road, Two Gates, Tamworth B77 1EE.

FED UP with your Mega CD then I'll swap Sonic 1&2, Ghouls 'n' Ghosts, Immortal, Golden Axe, John Maddens '92, Winter Challenge, Altered Beast and Desert Strike for your Mega CD and plenty of Games, possible pick up. Contact Andy after 4pm on 021-777 1217 (please help me!).

SEGA MASTER will swap Great Golf, Golden Axe, also Boxing or will consider selling cheap also some others. Andrew 0744 31918.

WANTED Amiga 600 without Games to swap with Sega Megadrive with 5 Good Games worth at least £350 or will sell for £175. Phone James on (0392) 210193 after 6pm.

GAMEGEAR, many accessories including TV Tuner, to swap for Mega CD Games. I'm interested in a Menacer. Contact Nick 051-644 9488.

WANTED

WANTED MegaCD and Games, will give my NeoGeo, 2 Joysticks, Burning Fight. MegaCD Megadrive Games for swap from £5, excellent selection. Phone Brian after 2pm (0463) 221173. Excellent.

SEGA MEGADRIVE and Super Nintendo Games wanted, will pay good price for recent games or will swap some (0527) 32230.

MEGADRIVE MegaCD Games wanted, cash paid, I have over 100 games for swap from £4. Give me your Megadrive and I will give you a brand new SNES and games. Brian after 2pm (0463) 221173.

MEGADRIVE GAMES, UK, Boxed, Good Condition, Instructions: Chase HQ I & II, Cisco Heat (for novice). No time wasters! State details and price required, please write to: Richard, 2 Crown Buildings, 7 Durham Road, Birtley, County Durham DH3 1LG. No callers!

PEN PALS

NEED A PEN PAL? Well send a cheque or postal order for £1.50 to The Pen Pal Club, 129 Hamilton Avenue, Halesowen, West Midlands B62 8UB. The cheapest way to get a penpal!

TO ALL GIRLS aged 14-16 who like and own a Megadrive please write to Dean Willson, 10 Glengall Road, Edgware, Middlesex HA8 8ST. PS Send a photo of yourself and please list your games.

MY NAME IS ANDREW, I am 11 Years old, I would like penpals with similar tastes to mine. Telephone (0744) 31918 St Helens.

MY NAME IS KERYS, I'm 18 and I'm looking for a penfriend who likes all computers, drawing, and films/videos. If you're bored then write to: Kerys Mitchell, Parc Farm, Gwernaffield, Mold, Clwyd CH7 5ER. 100% reply guaranteed. Please write soon!

MISCELLANEOUS

MEGADRIVE tips book. Printed using a Mac computer with 100+ tips. Send SAE and £1 to: David, 70 Norse Road, Scotstown, Glasgow G14 9HT.

FOR SALE. Issues 9-13, 15-19, 21-24 of Mean Machines including The Complete Guide to Sega, The Complete Guide to Consoles 4 and Complete Guide to Megadrives. All for £50. Contact Chun on (0708) 751829. Weekdays after 4pm only. All VGC.

MESSAGES

THE PERFECT Christmas present, Megadrive with 9 top reated games, Desert Strike, Jungle Strike, E A Hockey, John Maddens Football, Streets of Rage II, Lotus Challenge Wrestling + a few more, 2 Joypads, 1 Turbo. Phone Kieran 081-428 7089. Worth £500+. Reasonable offers considered.

PLEASE REMEMBER THAT REPLYING TO PRIVATE ADVERTS IN MEGAMART IS AT YOUR OWN RISK. BE WARNED AND BE CAREFUL!

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Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

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PRIORY COURT,
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EC1R 3AU.

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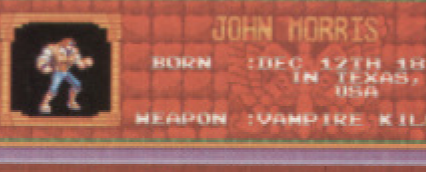
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Castlevania THE NEW GENERATION

Konami has an all new Castlevania game planned for the Megadrive! Released in November the game is dubbed 'The New Generation' and follows on from the highly successful platform series previously only licensed to Nintendo.

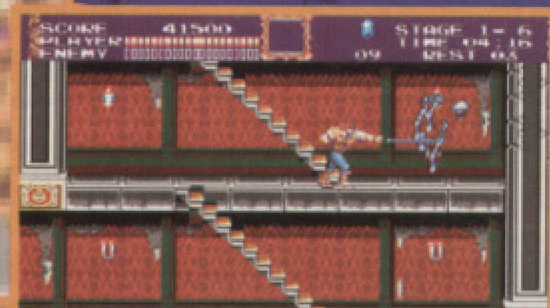
Of all the Konami titles Castlevania is perhaps the most eagerly awaited and we are all hoping that the finished product meets the standards set by Castlevania IV. A half-finished version of the game currently has pride of place in the MEAN MACHINES office and, judging from this, the game is shaping up well.

The Castlevania saga tracks the exploits of an errant vampire hunter named Simon Belmont, who's confrontations with Count Dracula are now legendary. However fans of the series are in for a big surprise as Belmont no longer stars as the hero, being replaced instead by two characters named Eric Lecarde and Jonny Morris.

Jonny is of the Belmont lineage and exercises the family heirloom, a whip known affectionately as the 'Vampire Killer', to aid him in his mission for Dracula's death. Unlike Jon, Eric's faith lies with his 'Witches Spear' as he prepares to avenge the unfortunate demise of his girlfriend's soul.

In selecting two new heroes for the latest quest Konami has further expanded the gameplay by allocating unique powers to Eric and Jonny. The novelties continue with there being specialist levels for each character in which the benefits of Eric's spear or Jonny's whip are exploited. Konami are doubtless dedicating much time to ensuring Megadrive Castlevania is as cool as its heritage. We look forward to bringing you a spectacular review of this promising game very soon!







▲ 'Boney', eh? Well at least I'm not a midget. Midget!



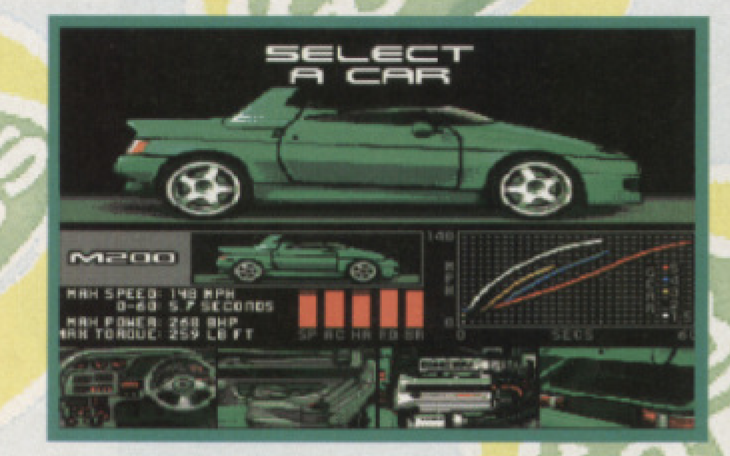
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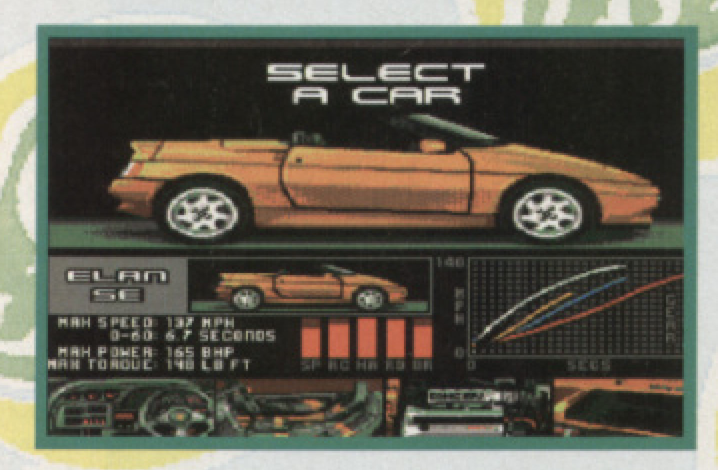
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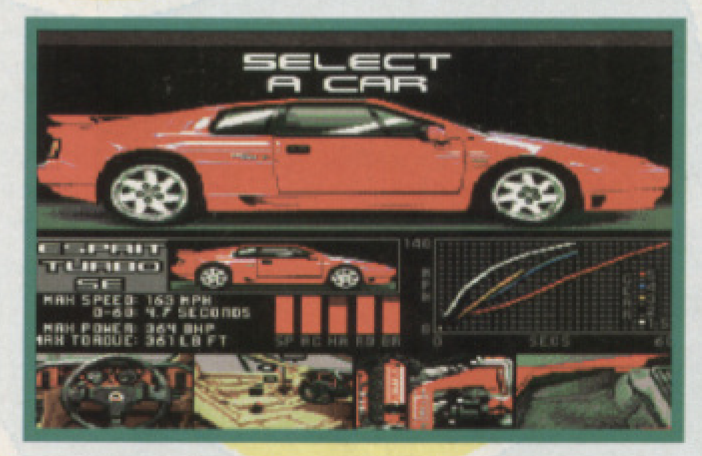
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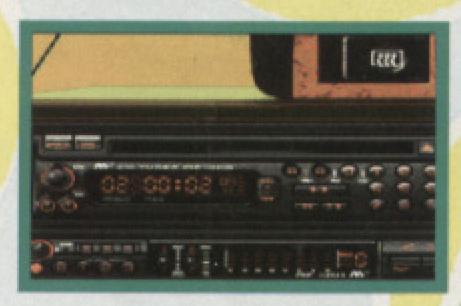










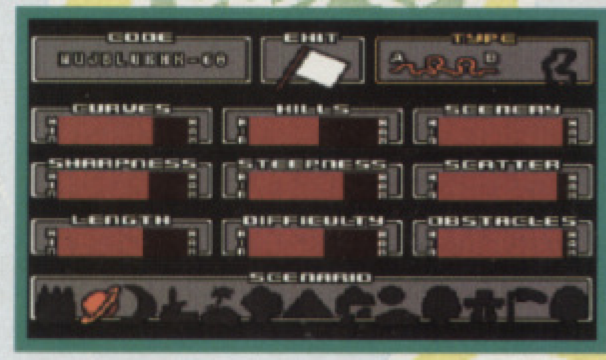


Fasten yer belts and rev up yer engines for the race of your life on the Megadrive. It's Lotus II: RECS, the sequel to EA's spiffing Lotus Turbo Challenge and it's coming your way soon.

Dive into the hotseat of a Lotus supercar and either against the computer or against a mate in a split screen racing extravaganza, drive, drive like the wind over 13 weird and wonderful where the weather is your deadly foe and your reflexes and courage your only allies.

Each of the 13 tracks have new challenges to face and conquer — wind blows you off the track, snow covers the course completely so you almost have to guess your way, roadworks hold up your mad dash for glory and fallen logs send you flying off the road.

Choose from three super-models — an Esprit, an Elan or an M200 concept car — then decide whether you want manual or automatic gears, tune your radio into your fave sounds then tap into RECS which allows you to customise your tracks — making them longer, sharper, harder, more packed with cars, obstacles and so on. Boo-hiss there are still no almighty crashes on the tracks (one of the conditions of the licence) but this game is looking like hot stuff. Keep your eyes peeled on future issues of MEAN MACHINE SEGA for a full review.



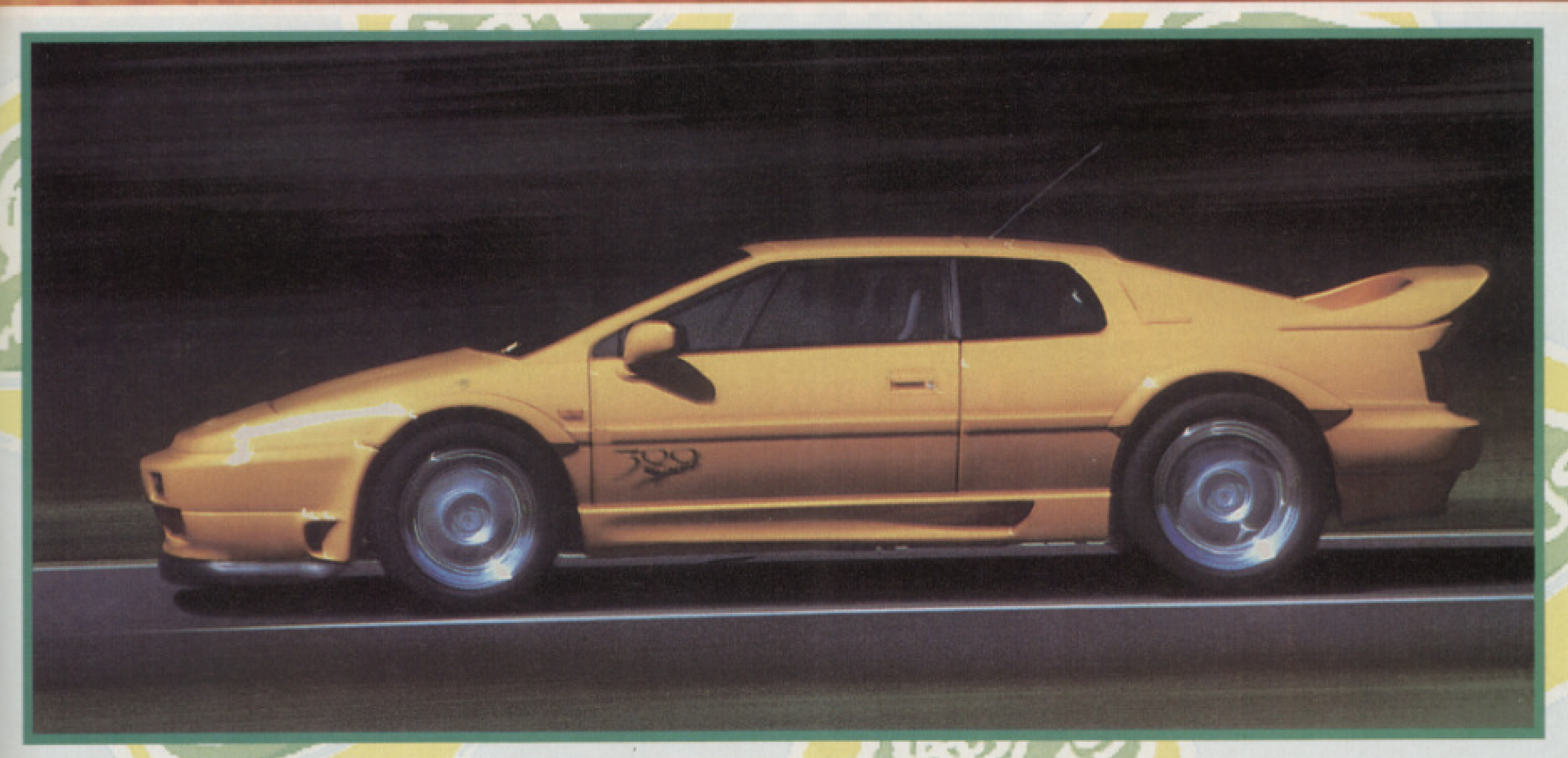




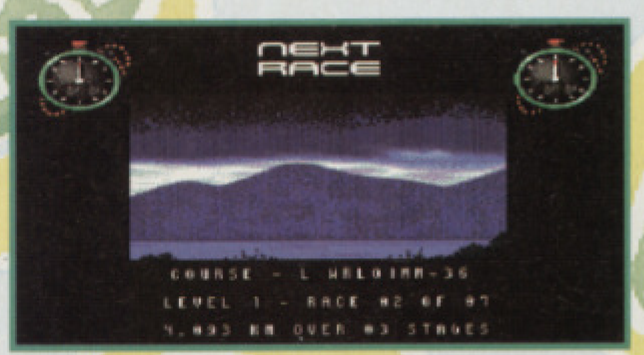


▲ *Being caught out by the stiff time limit when in sight of the finishing post is a bummer from hell!*

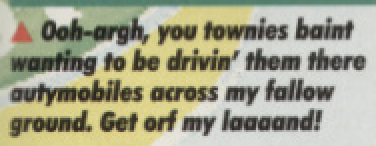











▲ *Ooh-argh, you townies baint wanting to be drivin' them there autymobiles across my fallow ground. Get orf my laaaand!*





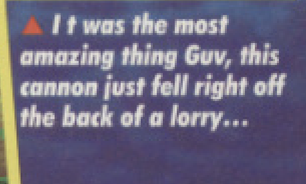






▲ It was the most amazing thing Guv, this cannon just fell right off the back of a lorry…

PIRATES! GOLD



Ooh-arhh me hearties! Pieces of eight! Yo ho ho and a bottle of rum… Just a brief hint to herald the imminent arrival of Microprose's new Megadrive experience which is, of all things, a piracy sim!

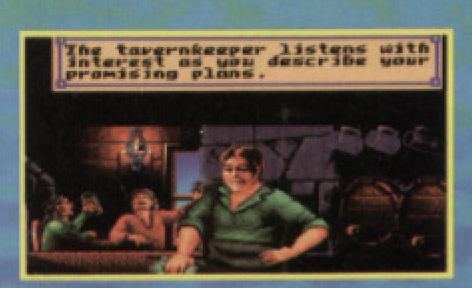
This action adventure game drags you back to the 17th century and sticks you in the middle of the ocean, primarily on a clapped out old hulk. From there, navigate the high seas, pick yourself up a crew from some seedy tavern then start some serious plundering. Attack other ships in the night then either steal the vessel or just pinch her goods, kill her crew and sink her. to the bottom of the ocean.

Once you build up a bit of cash, start charging into cities, overpowering fortresses and swiping more dosh. Make sure each time you land though that you stock up on the food otherwise your men get racked off and start a mutiny.

This game is certainly unusual and graphically it's pretty good we'll give you the run down on the playability front in a future issue of MEAN MACHINES SEGA.

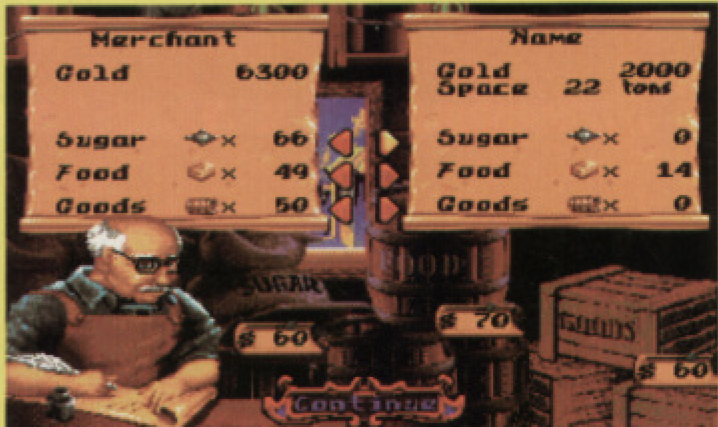
▼ Keep the lads happy or it's the plank for you me hearty!



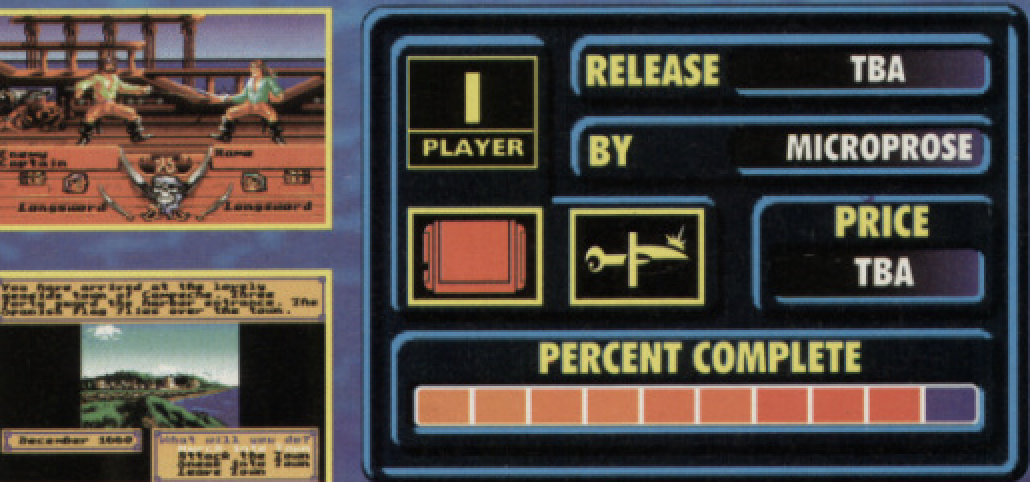








▲ Apples and pears. Get yerself a luverley pair 'ere madam!





THE XVII OLYMPIC WINTER GAMES LILLEHAMMER 1994

Winter Olympics

In February of next year the Norwegian city of Lillehammer hosts the XVII Winter Olympics. To celebrate this potentially spectacular event US Gold are fortunate enough to find themselves appointed as the sole developers of a Winter Olympics video-game — by order of the Lillehammer Olympic Organising Committee, no less!



▲ Oh no! I've forgotten what to do!



▲ The trees looked on with interest.



IT'S OFFICIAL!

Through working so closely with the LOOC, US Gold are given free reign to make use of all the official Olympic Winter Games' mascots and other marketing images. What this means for the player is the game looks and feels precisely the same way as the Olympics are expected to appear in Lillehammer. This isn't hype, it's the simple truth. To further capitalise on this fairly awesome marketing advantage US Gold plan to release a limited-edition promotion pack upon the title's release in December. Obviously this does much to enhance the appeal of the game to us, the consumers, however similar titles have suffered quite a shaky history on consoles. Does Winter Olympics offer anything new in terms of gameplay above that of the button-hammering travesties of recent years?



▲ Of all the luck! Somebody very much larger than myself must've made it here before me!







How the hell do I stop!?

OLYMPIC WINTER GAMES

The US Gold Winter Olympics research and design teams were allowed access to every Olympic arena; they took a ride on the Bob Sleigh and visited all the downhill slopes. In short the interpretations of each event featured in the game are as accurate as they considered possible. When the game is released players choose to take part in ten of the Olympic's events: The Bob, Bob Sleigh and Luge; Short Track Speed Skating, Ski-Jump and Super G; Down Hill, Slalom and Giant Slalom. The Freestyle Moguls is the most obscure title of them all and is really just an extravagant name for some fancy stunt-skiing. Of course there is a fair amount of button bashing involved with events such as the Speed Skating and the Bob Sleigh where high velocity and stamina are of the essence. Generally, though, the package is better described as California Games on ice.



Puff. Pant. Wheeze.



Steady! Steady! Oomph! You clutz!









Furious, the trees refused to let him past until he took the sign down.





Kristin, Hakon and Jim (the skinny one behind the post).

THE EXPERT'S OPINION

Our very own Paul Davies was lucky enough to accompany US Gold representatives to Norway where he too braved the Bobsleigh with only a crash helmet and a big metal cage for protection. What a hero, eh? Still he also managed to have a good look around many of the Olympic sites and reckons he's pretty clued up on the whole Lillehammer scene — him and just about every other spawnmeister from the "rival" mags. Basically, when it comes to the review next issue you can rest assured that our opinion is, at the very least, well informed.

NEXT MONTH

CELEBRITY WHAT'S MY LINE

Hello there, and welcome to Next Month Celebrity What's My Line. This month's distinguished panel of guests from the giddy world of games will be trying to work out who will be appearing in the next Mean Machines. So, little black insect man, with pointy ears and a ski-mask, would you like to sign in please.

Now, our first panelist, Blaze Fielding, what's your question?

BLAZE: Thanks, Eamonn. You know, it's tough on those Streets of Rage, so I'd like to ask if you learned martial arts for your game?

MYSTERY GUEST: Yes.

BLAZE: Tae Kwon Do?

MYSTERY GUEST: Y' what?

EAMONN: I'm afraid that's a no, Blaze. Care to continue, Mr James Pond.

JAMES POND: Flub, blurb, gasp, flop.

EAMONN: You appear to be choking, Mr Pond. Quick, someone get him a glass of water. If I could move onto our next questioner, Sparkster.

SPARKSTER: You know, Eamonn, I can sense a kindred spirit, so I'd take a guess that our friend here stars in a derivative platform game!

(APPLAUSE)

And I'd also wager there's lots of cakes and jelly for backgrounds, and this little blighter throws sweets at his enemies.

EAMONN: Well, that's not really a question. urnaliste Tom Guise of MegaTech. Think, you can swing out for the panel, Tom?

TOM: Well, er, certainly Eamonn. Er, four way play rippin', flippin' hardcore, flub a dub a my-aqua-people, Tom's island, here come the pixies?

EAMONN: Well it seems like you've beaten the panel, mystery guest. Would you reveal your identity.

TOM: Ohh! It's Zool!

EAMONN: Well, that's all we've time for. See you next month!

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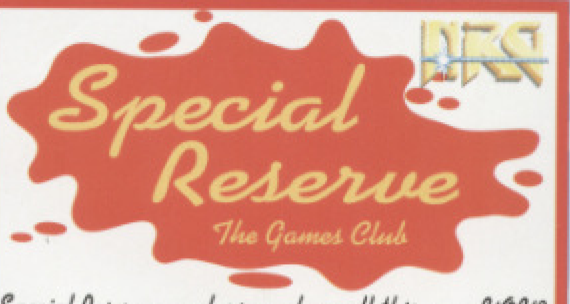
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